

# Ultimate Kingdoms

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# Ultimate Kingdoms



# Ultimate Kingdoms

## CREDITS .....

**Lead Designer:** Jason Nelson

**Authors:** Ben Walklate, Mark Seifter, Linda Zayas-Palmer, Will McCardell.

**Additional Material by:** Joe Alfano, Tim Beach, Brian Berg, John Bookwalter, Ryan Costello, Patrick Dandrea, Doug Davison, Travis Drake, Alyssa Faden, Jaym Gates, Ed Greenwood, Allen Hammack, Lynne Hardy, Chris A. Jackson, James Jacobs, Rich Lescouflair, Karyn Willow Logan, Tim Mace, Ari Marmell, Rob McCreary, Bill Mead, Richard Pett, Stephen Radney-MacFarland, Robert Schwalb, Amber Scott, Connor Self, Jefferson Jay Thacker, Cat Tobin, Ben Walklate

**Artists:** Simon Aan, Aaron Acevedo, Luka Arh, Bruno Balixa, Jesus Blones, Kenneth Camaro, Guillermo Cartay, Tyler Clark, Liz Courts, Art Deepmind, Ivan Dixon, Andrew Doris, Embyr / @EmbyrRuneclaw (Twitter), Shen Fei, Melissa Gay, William Hendershot, Jorge Henriquez, Frank Hessefort, Jacqueline Hines, Cristian Huerta, Michael Jaecks, Jason Juta, Tom Kilian, Tim Kings-Lynne, Jethro Lentle, Matthias Kinnigkeit, James Krause, Matt Lewis, Mike Lowe, Dio Mahesa, Matthew Manghi, Michal Matczak, Andrea Montano, Renan Moraes, Mitch Mueller, Amy Nagi, Anastasia Nicholls, Evan Surya Nugraha, Tamires Para, Paul Pederson, Beatrice Pelagatti, Peyeyo, Sabrina Pugnale, Dylan Reader, Arrahman Rendi, Daniel Robinett, Julio Rocha, Tanyaporn Sangsnit, Banu Satrio, Keith Seymour, Phill Simpson, Joe Slucher, Hugo Solis, Melissa Spandri, Colby Stevenson, Phil Stone, Bob Storrar, Simon Sweetman, Brian Syme, Michael Syrigos, John Tedrick, Jon Tonello, Rian Trost, Justin Tumey, Steve Wood, Josh Wunderly

**Design and Layout:** Tiara Lynn Agresta

**Legendary Games Team Members:** Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortez, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Ultimate Kingdoms © 2020,

Legendary Games; Lead Designer:  
Jason Nelson. Authors: Ben Walklate,  
Mark Seifter, Linda Zayas-Palmer,  
Will McCardell.

ISBN: 979-8-64434888-6

First printing August 2020.

Printed in USA.



**Legendary Games**

524 SW 321st St.

Federal Way, WA 98023

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)

# LEGAL

**OPEN CONTENT:** Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**PRODUCT IDENTITY:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, Ultimate Kingdoms, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.**

## OPEN GAME LICENSE Version 1.0a

**The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.**

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content you indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in

Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Ultimate Kingdoms © 2020, Legendary Games; Lead Designer: Jason Nelson. Authors: Ben Walklate, Mark Seifter, Linda Zayas-Palmer, Will McCardell.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Advanced Bestiary, ©2014, Green Ronin Publishing, LLC; Author Jeff Hersh, Developer Owen K.C. Stephens

Alien Codex © 2018, Legendary Games; Lead Designer: Jason Nelson. Authors: Anthony Adam, Kate Baker, John Bennet, Eytan Bernstein, Robert Brookes, Russ Brown, Duan Byrd, Paris Crenshaw, Jeff Dahl, Robyn Fields, Joel Flank, Matt Goodall, Robert J. Grady, Jim Groves, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Nick Hite, Daniel Hunt, Mike Kimmel Marshall, Isabelle Lee, Jeff Lee, Lyz Liddell, Jason Nelson, Richard Pett, Tom Phillips, Jeff Provine, Alistair J. Rigg, Alex Riggs, Wendall Roy, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Rachel Ventura, Mike Welham, George Loki Williams, Scott Young.

Cityscapes – New Settlement Options. © 2012, Skortched Urf Studios. Author: Chris A. Field.

Imperial Relationships © 2015, Legendary Games. Author: Mark Seifter.

Ultimate Battle © 2013, Legendary Games. Author: Jason Nelson.

Ultimate Commander © 2015, Legendary Games. Author: William McCardell and Linda Zayas-Palmer.

Ultimate Factions © 2017, Legendary Games. Author: Ben Walklate.

Ultimate Relationships © 2014, Legendary Games. Author: Mark Seifter.

Ultimate Relationships #1: The Lonely Lyrakien © 2015, Legendary Games. Author: Mark Seifter.

Ultimate Relationships #2: The Viking Shieldmaidens © 2015, Legendary Games. Author: Mark Seifter.

Ultimate Relationships #3: The Cassisian Detective © 2015, Legendary Games. Author: Mark Seifter.

Ultimate Rulership © 2013, Legendary Games. Author: Jason Nelson.

Ultimate Strongholds © 2018, Legendary Games. Author: Ben Walklate and Jason Nelson.

Ultimate War © 2014, Legendary Games. Author: Jason Nelson.

Pathfinder Campaign Setting: Inner Sea Gods © 2014, Paizo Publishing, LLC; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Vrinch.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, Brandon Schwartz, Amber E. Scott, Stan, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenyon, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Bestiary 6 © 2017, Paizo Inc.; Authors: Robert Brookes, Benjamin Bruck, John Compton, Paris Crenshaw, Adam Daigle, Crystal Frasier, Thurston Hillman, Tim Hitchcock, Brandon Hodge, James Jacobs, Jason Keeley, Isabelle Lee, Jason Nelson, Tom Nightengale, F. Wesley Schneider, David Schwartz, Mark Seifter, Todd Stewart, Josh Vogt, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Bonus Bestiary, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game GameMastery Guide, Copyright 2010 Paizo Publishing, LLC; Authors Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob

McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Teeuwynn Woodruff

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Riggs, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Design Team: Stephen Radney-MacFarland and Sean K Reynolds; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Adam Daigle, John Compton, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, F. Wesley Schneider, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwab, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Psionics Expanded: Advanced Psionics Guide. Copyright 2011, Dreamscarred Press; Authors: Jeremy Smith and Andreas Rönnqvist.

Ultimate Psionics. Copyright 2013, Dreamscarred Press; Authors: Andreas Rönnqvist, Jeremy Smith.

Southlands Bestiary for Pathfinder Roleplaying Game © 2015, Open Design; Authors: Kristian Ahonen, Eric Anderson, Anonymous, Joshua Banks, Wolfgang Baur, dpb, Clinton Boomer, Marina de Santiago Buey, Angelica Burns, Jarrod Camire, Aaron Cheung, Jim Davis, Lee DeBoer, Dan Dillon, John Doh, Chris Doyle, Harold Farmer, John Foster, Erik Freund, Leonard Grand, Amanda Hamon Kunz, Andrew Harshman, Jacob Hayward, Steven T. Helt, Jeffrey Hersh, Andrew Hind, Richard Iverson, Alex Kanous, Henry S. Kurtz, Richard Lawson, Jeff Lee, Chris Lockey, Ari Marmell, Ben McFarland, Jesse McGatha, Brett A. McLean, Brian Wiborg, Monster, Matt Morrisette, Robert H. Nichols, Stacy Nichols, Laervo Oikarinen, Gunnar Olafsson, Richard Rossi, Stephen Rowe, Adam Roy, Wendall Roy, Matt Rupprecht, Allen F. Schell, Brian Suskind, Troy Taylor, James Thomas, John Tolis, James Whittaker, Clarence Wisdom, and Henry Wong.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Basidron** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Cave** Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

**Crystal** Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Dark** Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

**Dark** Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

**Dracolisk** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Frogemoth** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Giant** Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Ice** Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

**Iron** Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

**Mite** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

**Nabasu** Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Russet** Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Shadow** Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

**Vegepygmy** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Wood** Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

**Yellow** Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Flore.

**Yellow** Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Flore.

**Yeti** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Tome** of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwab and Bill Webb.

**Angel**, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Angel**, Movic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Angel**, Movic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Baphomet** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Daemon**, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Daemon**, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

**Daemon**, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Daemon**, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Daemon**, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

**Gemie**, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Grippli** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Nereid** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Poltergeist** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

**Mite** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

**Angel**, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Angel**, Movic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Animal** Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Ascomid** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Atomie** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Aurumvorax** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Bat**, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gyax.

**Beetle**, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Blindheim** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

**Brownie** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Bunyio** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

**Caruncle** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Flore.

**Caryatid** Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

**Crypt** Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

**Daemon**, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Daemon**, Derghodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Daemon**, Hydrodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Daemon**, Piscodaemon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Dark** Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

**Dark** Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

**Death** Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

**Decapus** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

**Demodand**, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Demodand**, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Demodand**, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Demon**, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Dire** Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

**Disenchanter** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by Roger Mussen.

**Dragon**, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gyax.

**Dragon** Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Dust** Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Fial** Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

**Flumph** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowall and Douglas Naismith.

**Foo** Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Forlaren** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

**Frogemoth** from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Giant**, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

**Gloomwing** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Grippli** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Gryph** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

**Hangman** Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Hippocampus** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gyax.

**Huecua** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

**Ice** Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene.

**Iron** Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

**Jackalwere** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Jublex** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author:

Scott Greene, based on original material by Gary Gyax.

**Kamadon** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

**Kech** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Kelpie** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

**Korred** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Leprechaun** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Magma** ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

**Marid** from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

**Mihstu** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Mongrelman** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Nabasu** Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

**Necrophidius** from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

**Nereid** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Pazzu** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Pech** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Phycomid** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Poltergeist** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.

**Quickling** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Quickwood** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Rot** Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author:

Scott Greene and Clark Peterson, based on original material by Gary Gyax.

**Sandman** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

**Scarecrow** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Mussen.

**Shadow** Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

**Skulk** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

**Slime** Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Slithering** Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Soul** Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

**Striggon** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyax.

**Tenebrous** Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Tentamort** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

**Thessalypetra** from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax and Wizards of the Coast.

**Tick**, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Troll**, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

**Troll**, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

**Wolf-in-Sheep's-Clothing** from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

**Wood** Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene and Patrick Lawinger.

**Zombie**, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.



# WHAT YOU WILL FIND INSIDE ULTIMATE KINGDOMS

ULTIMATE KINGDOMS OPENS UP A WHOLE NEW WORLD OF OPTIONS FOR YOUR 5TH EDITION campaign by making your characters more than just wandering adventurers but a real and vital part of the campaign world. The core of these rules lie in a comprehensive system for creating cities and founding and ruling a nation of their very own. They can build settlements from wayside villages to sprawling cities filled with prosperity and corruption, law and learning, designing their government, and issuing the edicts to raise a nation from a simple freehold to a world-shaking kingdom, claiming territory, improving the land, and even waging war on land, sea, and sky. Of course, if they prefer to run things behind the scenes, they can create their own factions and organizations, wielding power and influence as masters of courtly intrigue. They can build mighty strongholds of common stone or exotic elements from cloud castles to bone keeps. Your heroes can command a ship or an entire fleet on vast ocean journeys or in fast-paced naval battles, or build rich relationships with NPCs, or take up new character options like feats, spells, class options, to give them new options in their adventuring life and outside it as nobles, rulers, and powerful figures in the world. **Ultimate Kingdoms** is full of amazing ideas and options to enrich your campaign in any way you like, with systems you can use individually or all together in whatever combination works best to **Make Your Game Legendary!**



## SPECIAL THANKS TO OUR ROYAL KINGS AND QUEENS

- Jason Nelson

JOHN H. BOOKWALTER, JR.  
PATRICK DANDREA  
TSARGOTH RUNECLAW

TRAVIS DRAKE  
TIMOTHY C. MACE  
BEN WALKLATE

## 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 and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and **Make Your Game Legendary!**

Also visit us on [Facebook](#) and follow us on [Twitter](#) and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

# TABLE OF CONTENTS

## CHAPTER 1: KINGDOMS 1

Founding a Kingdom .....	2
Edicts .....	5
TABLE 1-1: EXPANSION EDICTS .....	6
TABLE 1-2: ALTERNATIVE HOLIDAY EDICTS .....	6
TABLE 1-3: ALTERNATIVE TAXATION EDICTS .....	6
<i>Commission Edicts</i> .....	6
<i>Endowment Edicts</i> .....	7
<i>Espionage Edicts</i> .....	7
<i>Festival Edicts</i> .....	9
<i>Recruitment Edicts</i> .....	10
TABLE 1-4: RECRUITMENT EDICTS .....	11
Events .....	12
TABLE 1-5: EVENT TYPE AND DANGER LEVEL .....	12
TABLE 1-6: BENEFICIAL KINGDOM EVENTS .....	12
TABLE 1-7: DANGEROUS KINGDOM EVENTS .....	13
TABLE 1-8: BENEFICIAL SETTLEMENT EVENTS .....	13
TABLE 1-9: DANGEROUS SETTLEMENT EVENTS .....	13
Population .....	18
TABLE 1-14: POPULATION BY TERRAIN TYPE AND IMPROVEMENTS .....	18

## CHAPTER 2: CITIES & SETTLEMENTS 19

Settlements in Play .....	20
TABLE 2-1: SETTLEMENT POPULATION RANGES .....	20
Cities, Towns, and Villages .....	22
Buildings .....	26
TABLE 2-5: BUILDING CHARACTERISTICS .....	26
Building Descriptions .....	30
Exotic Settlements .....	35
Settlement Attributes .....	38
TABLE 2-3: NATURAL ATTRIBUTES .....	38
TABLE 2-4: EVENTS, DANGER, AND ACQUIRED ATTRIBUTES .....	40
TABLE 2-5: ATTITUDES .....	40
TABLE 2-6: CIVIC ATTRIBUTES .....	42
TABLE 2-7: MAGICAL ATTRIBUTES .....	43
TABLE 2-8: DISADVANTAGES .....	45
TABLE 2-12: MAGICAL DISADVANTAGES .....	46
TABLE E8: WILD MAGIC .....	46

## CHAPTER 3: WARFARE 47

Building Armies .....	49
TABLE 3-1: ARMY SIZES .....	49
TABLE 3-2: EQUIPPING AN ARMY .....	51
TABLE 3-3: RESERVE ARMIES .....	53
Army Special Abilities .....	54
Advanced Warfare .....	56
TABLE 3-4: STRATEGY .....	57
<i>Tactical Phase</i> .....	58
<i>Ranged Phase</i> .....	58
<i>Melee Phase</i> .....	58
<i>Rout Phase</i> .....	58
<i>Engagement</i> .....	60
<i>Fatigue</i> .....	60
<i>Healing After Battle</i> .....	60

TABLE 3-5: ARMY MORALE MODIFIERS .....	62
<i>Prisoners of War</i> .....	63
Army Tactics .....	64
Commanding an Army .....	66
Marching to Battle .....	73
TABLE 3-6: TERRAIN .....	75
TABLE 3-7: VISIBILITY .....	75
TABLE 3-10: WEATHER .....	76
Optional Mass Combat Rules .....	77
Combined Arms .....	78
<i>Commanders</i> .....	82
<i>Command Boons</i> .....	82
Logistics .....	83
War in the Sky .....	85
TABLE 3-9: WIND EFFECTS (AERIAL) .....	87
Aerial Units .....	87
TABLE 3-10: MANEUVERABILITY MODIFIERS (AERIAL) .....	87
TABLE 3-11: AIRCRAFT CONSTRUCTION REQUIREMENTS .....	88
TABLE 3-12: AIRCRAFT STATISTICS, COMBAT .....	89
Aerial Combat .....	90
TABLE 3-13: AIRCRAFT STATISTICS, GENERAL .....	90
TABLE 3-14: BOMBING .....	91
War at Sea .....	94
Wind Effects .....	95
TABLE 3-15: WIND EFFECTS (NAVAL) .....	96
Naval Units .....	96
TABLE 3-16: MANEUVERABILITY MODIFIERS (AQUATIC) .....	96
TABLE 3-17: SHIP CONSTRUCTION REQUIREMENTS .....	97
Simple Ship Rules .....	99
TABLE 3-18: SIMPLE SHIP TABLE .....	99
TABLE 3-19: SHIP STATISTICS, GENERAL .....	99
TABLE 3-20: SHIP STATISTICS, COMBAT .....	100
Naval Combat .....	101
TABLE 3-21: RAMMING .....	104
Siege Warfare .....	105
Siege Weapons .....	105
TABLE 3-24: GUNPOWDER SIEGE WEAPON MISFIRE RESULT .....	106
TABLE 3-25: RANGED SIEGE WEAPONS .....	107
TABLE 3-26: CLOSE ASSAULT SIEGE WEAPONS .....	108
Siege Tactics .....	109
TABLE 3-25: FORTIFICATIONS .....	111
Magical Siege Weapons .....	113
TABLE 3-26: MAGICAL SIEGE WEAPONS .....	113

## CHAPTER 4: MYTHIC KINGDOMS 115

Mythic Leaders .....	116
Mythic Leader Character Options .....	116
Mythic Qualities .....	117
TABLE 4-1: SUPERNATURAL ARMY SIZE .....	118

TABLE 4-2: NUMBER OF GATES .....	120
Mythic Disadvantages .....	121
TABLE 4-3: GRAVITY PLANAR TRAITS .....	122
TABLE 4-4: ERRATIC TIME .....	123
TABLE 4-5: PLANE SHIFT SPELL .....	123
Enchanted Structures .....	123
Sample Mythic Settlements .....	124

## CHAPTER 5: BUILDINGS & STRONGHOLDS 127

Rooms and Buildings .....	128
TABLE 5-1: FURNISHING QUALITY .....	128
Materials .....	129
TABLE 5-2: WALL MATERIALS COST .....	129
Room Augmentations .....	130
Buildings .....	131
Building Features .....	132
Building Augmentations .....	134
TABLE 5-3: MOBILE BUILDING COST AND SPEED .....	134
Fortified Buildings .....	136
Building Location .....	137
TABLE 5-4: MATERIAL COST BY LOCATION .....	137
Buildings and Sieges .....	138
Structures and Building Materials .....	138
TABLE 5-5: WALL DEFENSIVE STATISTICS .....	139
Ranged Siege Weapons .....	140
TABLE 5-6: SIEGE WEAPON ASSEMBLY .....	141
<i>Ballista</i> .....	141
<i>Cannon</i> .....	141
TABLE 5-7: CANNON MISFIRE RESULT .....	142
<i>Catapult</i> .....	142
<i>Firedrake</i> .....	142
<i>Scorpion</i> .....	142
<i>Springal</i> .....	143
<i>Trebuchet</i> .....	143
TABLE 5-8: RANGED SIEGE WEAPONS .....	143
TABLE 5-9: AMMUNITION .....	145
Close Assault Weapons .....	145
TABLE 5-10: CLOSE ASSAULT SIEGE WEAPONS .....	145
<i>Bridge, Assault</i> .....	146
TABLE 5-11: BRIDGES AND LADDERS .....	146
<i>Cauldron</i> .....	146
<i>Gallery</i> .....	146
TABLE 5-12: SIEGE TOWER COMPLEMENT .....	146
<i>Hoist</i> .....	146
<i>Ladder, Escalade</i> .....	147
<i>Rams</i> .....	147
Digging In .....	147
Buildings in the Kingdom .....	149
TABLE 5-13: KINGDOM AND SETTLEMENT ATTRIBUTES .....	150
Exotic Strongholds .....	150
TABLE 5-14: EXOTIC WALLS .....	151

<i>Cloud Castle</i> .....	151
<i>Fire</i> .....	152
<i>Magma</i> .....	152
<i>Water Walls</i> .....	152
Natural Strongholds .....	153
<i>Crystal Palace</i> .....	153
<i>Hedge Fort</i> .....	153
<i>Hive Walls</i> .....	154
<i>Icwall</i> .....	155
<i>Ooze Pile</i> .....	155
<i>Web Walls</i> .....	156
Necromantic Strongholds.....	156
<i>Bone Keep</i> .....	156
<i>Flesh Palace</i> .....	156
<i>Ghostly Redoubt</i> .....	157

## CHAPTER 6: FACTIONS & INTRIGUE 159

Factions .....	160
<i>Alignment</i> .....	161
<i>Faction Limits</i> .....	161
<i>Goal</i> .....	161
<i>Operation</i> .....	161
<i>Power</i> .....	161
<i>Reputation</i> .....	161
<i>Resources</i> .....	161
<i>Size</i> .....	161
<i>Faction Size and Population</i> .....	161
<i>Tension</i> .....	161
<i>Type</i> .....	161
<i>Wealth Points</i> .....	161
Creating a Faction.....	162
TABLE 6-1: BUILDING EFFECTS ON STARTING FACTION SIZE .....	162
<i>Faction Check</i> .....	164
<i>Secrecy</i> .....	164
Goals.....	165
TABLE 6-2: FACTION SCALE .....	166
TABLE 6-3: FACTION GOAL DC .....	166
The Faction Turn.....	166
Operations.....	167
TABLE 6-4: FACTION OPERATIONS BY SIZE .....	168
TABLE 6-5: FACTION AND KINGDOM ATTRIBUTE EQUIVALENCIES .....	168
TABLE 6-6: ADVANCING BOOST AND REDUCE GOALS .....	168
Creating Factions for Existing Kingdoms.....	171
TABLE 6-7: FACTION TYPE .....	172
TABLE 6-8: FACTION SECRECY .....	172
TABLE 6-9: FACTION GOAL AIM .....	172
TABLE 6-10: FACTION GOAL SCALE .....	172
Factions and Skills.....	172
TABLE 6-11: FACTION SECRECY DC .....	172
<i>Capital</i> .....	173
<i>Create/Disband Organization</i> .....	173
<i>Downtime Organizations</i> .....	174
<i>Edict: Support or Suppress Faction</i> .....	174
Factions and Intrigue.....	174
TABLE 6-12: FACTION PROMINENCE .....	174
TABLE 6-12: FACTION BENEFITS .....	176
Factions in Play .....	176
Sample Factions .....	177

## CHAPTER 7: RELATIONSHIPS 179

Relationship Rules .....	180
TABLE 7-1: BASE REQUIRED CAMARADERIE POINTS TO RANK UP .....	181
TABLE 7-2: EFFECTS OF AFFINITY .....	182
Milestones.....	182
TABLE 7-3: QUALITY OF INTERACTIONS AND GIFTS .....	183
Relationship Benefits .....	183
TABLE 7-4: RELATIONSHIP XP .....	184
Sample Relationships .....	184

## CHAPTER 8: PLAYER CHARACTER OPTIONS 207

Spells and Strongholds .....	208
The Castellan Prestige Class .....	218
TABLE 8-1: CASTELLAN CLASS FEATURES .....	218
The General (Character Class) .....	220
TABLE 8-2: GENERAL CLASS FEATURES .....	222
TABLE 8-3: SQUAD RECRUITMENT .....	223
The Soldier Squad.....	227
<i>Squad Skills</i> .....	228
<i>Squad Feats</i> .....	228
TABLE 8-4: GENERAL'S SQUAD BASE STATISTICS .....	229
Archetypes.....	232
The Hordelord .....	240
TABLE 8-5: HORDELORD CLASS FEATURES .....	240
<i>Cantrips</i> .....	242
TABLE 8-6: HORDELORD SPELLS PER DAY .....	242
TABLE 8-7: HORDELORD SPELLS KNOWN .....	242
The Zombie Horde.....	243
TABLE 8-8: ZOMBIE HORDE BASE STATISTICS.....	244
Paths of Depravity .....	245
Feats of Command.....	246

## CHAPTER 9: SAMPLE KINGDOMS & ORGANIZATIONS 249

Aalarthien .....	250
The Al-Sabah .....	251
Ancient Belmirad .....	253
The Avetrol Fellowship .....	253
Belo's Irregulars .....	254
Castle Mandragora .....	255
The City in the Shadow .....	256
The Devil's Crooked Jawbone .....	258
Folkdom Of Phennshyre.....	259
Gredd's Legion .....	260
The Heralds' Guild.....	262
The Kingdom of Azgund.....	263
Kingdom of Jhurcia .....	264
Kingdom of Magis .....	265
Kingdom of Toringeld.....	267
The Kinship of Fillaxima.....	268

Knights of Harmony .....	269
Mainsprings.....	270
The Menders' Guild .....	271
The Old Crown .....	272
Order of the Silver Crusade .....	273
The Order of the Spike.....	274
The Queen of Plenty .....	275
Shelar .....	276
Silver Shield – Shadow Fist.....	277
The Sisk .....	278
Something Fishy in The Kingdom.....	279
Tsargoth and Treori.....	281

## APPENDIX 283

Appendix A: Noble Titles and Forms of Address.....	283
TABLE A-1: KINGDOM SIZE AND TITLES (EUROPEAN) .....	283
TABLE A-2: (ECCLESIASTIC) .....	284
TABLE A-4: (ASIAN) .....	284
TABLE A-5: (GRECO-ROMAN) .....	285
TABLE A-6: (COMBINED) .....	285
TABLE B-1: NAMING PATTERN .....	287
TABLE B-2: UNIT NUMBERS .....	287
TABLE B-3: UNIT COLORS .....	287
Appendix B: Army and Unit Name Generator.....	287
TABLE B-4: UNIT DESCRIPTORS .....	288
TABLE B-5: UNIT TITLES .....	289
Appendix C: Bestiary of Troops .....	290
TABLE B-6: UNIT PLACES .....	290
TABLE B-7: UNIT NAMESAKE .....	290
TABLE C-1: TROOPS WITH INDIRECT FIRE SIEGE WEAPONS .....	293
TABLE C-2: INDEX OF SAMPLE TROOPS .....	294
Fantasy Troops.....	294
Modern and Sci-Fi Troops.....	302
Pirate Troops.....	308
Appendix D: Record Sheets and Building Icons .....	313





# Introduction

ULTIMATE KINGDOMS IS SPLIT INTO SEVERAL MAJOR SECTIONS TO HELP YOU BRING the fantasy world to life around your heroes. The first deals with settlements, from tiny crossroads villages to bustling cities, providing a system to describe what your heroes might expect to find when they visit any kind of rural or urban setting, including the type of government, how prosperous or corrupt the place is, how is crime balanced with law and order, and whether a place is insular and backwards or cosmopolitan and welcoming, as well as what kind of commerce the heroes might encounter in mundane and magical items. You can use the provided sample cities and towns as a guide or can use this abstract system to describe the settlements in your campaign.

The second major section goes into more depth in allowing your heroes to found their own nation. Carving out a domain for yourself is a classic theme in tales of action and adventure and a natural place to go for heroes that want to be something more than just roving loners. All the heroic deeds in the world may ring hollow if there is no one to sing your praises. When your heroes raise their banner on high, they should be able to forge a legacy that brings many to pledge their loyalty to the hero as their liege. Creating a kingdom is a way for your characters to really make an impact on the world, and this book provides a system to do just that, from foundation to claiming territory, building cities and issuing edicts. It also gives you a way for characters to look at the bigger picture of the world around them, making the campaign more dynamic and interactive, as they are not just pursuing the next mission as private swords for hire, but leading a revolution to bring freedom and justice to all under their protection, or build a trading empire that makes them rich beyond measure, or spreading the faith of their patron deity or knowledge and enlightenment across the land.

The basic kingdom-building system can do all this and more, but the next session provides a wide variety of optional rules allowing you to tailor the complexity of your kingdom-building to the tastes of your players, with additional rules for exploration, trade, and diplomacy; fame and infamy; independence and union of separate kingdoms; and a variety of forms of government that can influence all that happens within your kingdom.

Finally, since conflict is an inevitable fact of life in a fantasy game just as it has been throughout history, we provide an integrated system of mass combat enabling your kingdom to raise armies and make war. You can use these simple, abstract rules to form traditional armies or forge fantastic forces of monstrous and inhuman allies to serve alongside your soldiers. Basic strategy goes alongside specialized tactics and training, as well as unique boons granted by powerful and experienced commanders can make your armies the terrors of the battlefield, using either the provided sample armies or new forces of your own devising using the simple conversion rules.



CHAPTER 1

# Kingdoms



RULING A KINGDOM IS A COMPLEX AND DIFFICULT task, one undertaken only by the very ambitious. Many PCs are content to live as mercenaries or treasure hunters, no interest in being responsible for the health and well-being of subjects; for these characters, a kingdom is simply a place they pass through on the way to the next adventure. However, characters who are keen to spread their wings and forge a place of power and influence in the world can use this chapter to create a different sort of campaign. If the PCs are interested in ruling only a single town or castle and the small region around it, kingdom building can focus primarily on the settlement and the PCs' personal demesne. If the PCs have larger goals, such as carving out a new, independent kingdom, these rules allow them to build cities and engage in trade, diplomacy, and war.

The basic rules for creating and ruling a kingdom are found in *Chapter 4: Kingdoms and War* in *Pathfinder Roleplaying Game Ultimate Campaign*, with additional rules for settlements found in *Chapter 7: Adventures* in the *Pathfinder Roleplaying Game GameMastery Guide*. Since the base rules for kingdoms and settlements are available in those core rulebooks and in free online resources like the *Archives of Nethys* and [d2opfsrd.com](http://d2opfsrd.com), they are not reprinted in this book, though the key terms used in the kingdom rules are summarized below. This chapter and the chapters that follow provide a massive expansion of what can be

done within the context of those rules and taking them further still.

These rules assume that all of the kingdom's leaders are focused on making the kingdom prosperous and stable, rather than oppressing the citizens and stealing from the treasury. Likewise, the rules assume that the leaders are working together, not competing with each other or working at odds. If the campaign begins to step into those areas, the GM is free to introduce new rules to deal with these activities.

## 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 Build 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 Build 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 Build 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 *Pathfinder Roleplaying Game Ultimate Campaign*.

## INVESTING IN THE KINGDOM

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

**Make Build 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 Build 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 Build 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 Build 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.

**Leadership:** The Leadership feat provides a character with a cohort, which in addition to being an adventuring sidekick also makes an ideal member of a kingdom leadership team, someone whose loyalty is secure and whose skills can be applied equally well to ruling as to raiding dungeons. More importantly, the Leadership feat grants loyal followers that are willing to devote their service to a PC as well as recruiting others to settle and labor in their master's name.

*Optional Rule:* For each character in a kingdom leadership role that has the Leadership feat, the kingdom adds 1 Building Point to its treasury each turn, representing the great productivity of their faithful followers.

## WHO ROLLS THE KINGDOM CHECK?

Running a kingdom is more fun if all the players are involved and each is responsible for making some of the kingdom checks. Who makes each roll depends on the players in your group and what roles they want to play? Some players may not want to make any of these rolls. You may want to start with the following die roll responsibilities and modify them to suit your kingdom and the other players. Anything marked with an asterisk is an optional rule is described in the optional kingdom-building rules.

**Ruler:** Loyalty checks, any checks or edicts not covered by other rulers

**Consort:** Endowment edicts, as Ruler when Ruler is unavailable

**Councilor:** Festival edicts, Holiday edicts

**General:** Kingdom checks for events requiring combat, Recruitment edicts

**Grand Diplomat:** Diplomatic edicts

**Heir:** Kingdom event rolls

**High Priest:** Holiday edicts, rolls to generate magic items from Cathedrals, Shrines, and Temples

**Magister:** Commission edicts, Rolls to generate magic items not rolled by the High Priest

**Marshal:** Exploration edicts



**Royal Enforcer:** Loyalty checks to reduce Unrest or prevent Unrest increases

**Spymaster:** Espionage edicts, Kingdom checks involving crime and foreigners

**Treasurer:** Economy checks, Taxation edicts, Trade edicts

**Viceroy:** Vassalage edicts

**Warden:** Stability checks

## EDICTS

Edicts are the official pronouncements by your government about how you are running the kingdom that turn. For example, you may decide to have low or high taxes, to have more or fewer holidays, and how much effort to put into improving the kingdom's infrastructure. Edicts fall into four types: Holiday, Improvement, Promotion, and Taxation.

In the Edict phase of the kingdom turn, you may set the Holiday, Expansion, and Taxation edict categories to whatever level you want, as well as decide how much of your allowed improvement from the Improvement edict you'll use. For example, you may decide that this turn holidays are quarterly, promotions are aggressive, taxation is minimal, and you won't build any improvements.

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.

## STANDARD EDICTS

*Ultimate Kingdoms* offers up modified versions of three of the standard edicts for use in ruling your kingdom. These edicts offer somewhat more flexibility than the published versions, including greater opportunity to trade negatives in one area for positives in another.

**Expansion:** These edicts replace the standard **promotion** edicts and represent how aggressive your domain is in terms of enlarging its territory and claiming new subjects, sometimes at the expense of consolidating the ground you already hold, or whether you focus on slow and incremental growth.

**Holiday:** These edicts replace the standard **holiday** edicts and represent regular observances and nationwide celebrations taking place throughout the kingdom. The BP expenditure is paid per month and includes logistical preparations for holidays throughout the year in addition to funding the actual celebrations. The monthly expenses vary but represent an average spread across the entire year. If the kingdom's rulers reduce the amount of holidays they fund at any point during a calendar year, they take a -2 penalty to Loyalty for the remainder of the year for each step by which holiday funding is reduced.

**Taxation:** These edicts replace the standard **taxation** edicts and allow you to calibrate your ability to realize increased income at the expense of stagnating business and angering your population versus sacrificing some income to make your citizens happier.

TABLE 1-1: EXPANSION EDICTS

ATTITUDE	HEX CLAIMS	STABILITY	LOYALTY	ECONOMY	CONSUMPTION
<i>Isolationist</i>	-1	+2	+1	-2	-1 BP
<i>Cautious</i>	standard	+1	-	-1	-
<i>Standard</i>	standard	-	-	-	-
<i>Aggressive</i>	+1	-1	-1	+1	1d4 BP
<i>Imperialist</i>	+2	-2	-2	+2	2d4 BP

TABLE 1-2: ALTERNATIVE HOLIDAY EDICTS

FREQUENCY	CONSUMPTION	ECONOMY	LOYALTY
<i>None</i>	-	-2	-4
<i>Annual</i>	1 BP	-1	-2
<i>Quarterly</i>	1d3 BP	0	0
<i>Monthly</i>	1d6 BP	+1	+2
<i>Weekly</i>	1d12 BP	+2	+4

TABLE 1-3: ALTERNATIVE TAXATION EDICTS

TAX LEVEL	REVENUE	ECONOMY	LOYALTY
<i>Minimal</i>	Economy check/5	+2	+2
<i>Light</i>	Economy check/4	+1	+1
<i>Normal</i>	Economy check/3-		-
<i>Heavy</i>	Economy check/2.5	-2	-4
<i>Crushing</i>	Economy check/2	-4	-8

## SPECIAL EDICTS

In addition to the standard edicts, whether using the official published versions or the alternative versions outlined above, the revised kingdom rules introduce the concept of special edicts. These edicts may affect an entire kingdom or a single city in your domain or in another country. In addition to the **diplomatic**, **exploration**, **trade**, and **vassalage** edicts, *Ultimate Rulership* offers several more special edicts for your country to use, as described below. 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; for this purpose, minor items are those whose price is 8,000 gp or less, medium items are 8,001-24,000 gp, and major items are over 24,000 gp. 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

If you



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.

## 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.

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:

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)

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** 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) has its attitude towards you shifted by one step in a negative direction for 1 year. Likewise, citizens of the target kingdom have their attitude shifted towards any PC or NPC affiliated with the government of your kingdom adjusted negatively by one step.

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 each one is 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 Base Value and magic item creation during that month. This increase allows a settlement to exceed the normal maximum Base Value for a settlement of its size (either doubling or increasing it by 50%, as appropriate) for that



month. It likewise 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.



TABLE 1-4: RECRUITMENT EDICTS

MILITARISM	MANPOWER	ELITES	FAME/INFAMY	DEFENSE	ECONOMY	SOCIETY
<i>Pacifist</i>	1%	0%	+2 Fame	-1	+2	+2
<i>Peaceful</i>	5%	0%	+1 Fame	-	+1	+1
<i>Normal</i>	10%	1%	-	-	-	-
<i>Aggressive</i>	15%	3%	+1 Infamy	-	-1	-1
<i>Warlike</i>	20%	5%	+2 Infamy	+1	-2	-2

**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 warriors). Hence, in Any armies you recruit over this limit (except for **Elites**, as described below) are treated as emergency conscripts (1st-level commoners that 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 warriors or 2nd-level barbarians, cavaliers (including samurai), monks, paladins (including antipaladins), rangers, or rogues (other PC classes may be available at the GM's discretion). 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 2nd 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 *Pathfinder Roleplaying Game Ultimate Campaign*.

**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.

**Alchemist:** Alchemist

**Barbarian:** Tavern

**Bard:** Bardic College

**Cavalier:** Military Academy, Noble Villa, or Stable

**Cleric:** Cathedral or Temple and Military Academy

**Druid:** Sacred Grove and Military Academy

**Fighter:** Garrison or Military Academy

**Gunslinger:** Exotic Artisan and Military Academy

**Magus:** Magical Academy and Military Academy

**Monk:** Monastery

**Ninja:** Foreign Quarter

**Paladin:** Cathedral or Temple

**Ranger:** Menagerie or Military Academy

**Rogue:** Black Market or Gambling Den\*

**Samurai:** Foreign Quarter

**Sorcerer:** Caster's Tower and Military Academy

**Summoner:** 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.

## EVENTS

The *Pathfinder Roleplaying Game Ultimate Campaign* rules 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.

Listed below are unusual events that can happen during a kingdom's Event phase. Most events occur immediately and are instantaneous or terminate at the end of the Event phase. Some events impact the whole kingdom, while others are centered on a specific settlement or hex. Roll on **Table 1-5: Event Type and Danger Level** to determine the type of event and whether it is beneficial or harmful. Then roll on the appropriate beneficial or dangerous settlement or kingdom event table. If this results in an invalid event (such as a pilgrimage when there are no Cathedrals, Shrines, or Temples in the kingdom), roll again.

**Continuous Events:** A continuous event's effects continue each turn during the Event phase until you resolve the event (as explained in the event description, usually by succeeding at a kingdom check).

**Localized Events:** Some events are listed as "settlement" or "hex." The effect of these events are localized to a single settlement or hex. Randomly select a settlement or hex for the location of that event. Some events (such as a feud) could be confined to a settlement or start in one settlement and spread to affect the entire kingdom, depending on whether they're rolled on one of the Kingdom Events tables or one of the Settlement Events tables.

**Settlement Modifiers:** Some events adjust settlement modifiers (Crime, Lore, etc.). If an event is localized to 1 settlement, its settlement modifier adjustments apply only to that settlement; if it's localized to a hex, it affects only settlements in that hex. If the GM is using settlement modifiers for the entire kingdom (see [Expanding Settlement Modifiers](#)) and the event is not localized, its adjustments apply to the final modifier for the entire kingdom. For example, the new subjects event increases Society and Stability for the entire kingdom by 1.

**Hiring Adventurers:** Once per Event phase, you can hire NPC adventurers to help deal with an event, gaining a bonus on one Economy, Loyalty, or Stability check made as part of that event. Adventurers of levels 1–2 grant a +2 bonus on the check and cost 4 BP; adventurers of levels 3–5 grant a +5 bonus on the check and cost 8 BP; adventurers of level 6+ (but never higher than your APL) grant a +10 bonus on the check and cost 16 BP.

**TABLE 1-5: EVENT TYPE AND DANGER LEVEL**

D%	EVENT
01–02	Natural blessing and roll again <sup>1</sup>
03–04	Good weather and roll again <sup>1</sup>
05–25	Beneficial kingdom event (see below)
26–50	Dangerous kingdom event (see below)
51–75	Beneficial settlement event (see below)
76–96	Dangerous settlement event (see below)
97	Bandit activity and roll again <sup>2</sup>
98	Squatters and roll again <sup>2</sup>
99	Monster attack and roll again <sup>2</sup>
100	Vandals and roll again <sup>2</sup>

<sup>1</sup> If the reroll indicates the same event, ignore the duplicate event and do not reroll again.

<sup>2</sup> If the reroll indicates the same event, the second event occurs elsewhere in the kingdom.

**TABLE 1-6: BENEFICIAL KINGDOM EVENTS**

D%	EVENT
01–07	Archaeological find
08–12	Diplomatic overture
13–20	Discovery
21–31	Economic boom
32–39	Festive invitation
40–50	Food surplus
51–62	Good weather

63-72	Land rush
73-82	Natural blessing
83-88	New subjects
89-95	Political calm
96-100	Technological advancement

**TABLE 1-7: DANGEROUS KINGDOM EVENTS**

D%	EVENT
01-05	Assassination attempt
06-18	Bandit activity
19-28	Feud
29-41	Food shortage
42-51	Improvement demand
52-59	Inquisition
60-64	Large disaster
65-69	Magical Storm
70-78	Monster attack
79-84	Plague
85-92	Public scandal
93-100	Smugglers

**TABLE 1-8: BENEFICIAL SETTLEMENT EVENTS**

D%	EVENT
01-14	Boomtown
15-18	Carnival
19-26	Discovery
27-40	Justice prevails
41-46	Noblesse oblige
47-58	Outstanding success
59-66	Pilgrimage
67-72	Remarkable treasure
73-81	Unexpected find
82-93	Visiting celebrity
94-100	Wealthy immigrant

**TABLE 1-9: DANGEROUS SETTLEMENT EVENTS**

D%	EVENT
01-10	Building demand
11-17	Crop failure
18-25	Cult activity
26-33	Drug den
34-41	Feud
42-49	Inquisition
50-54	Localized disaster
55-59	Monster attack
60-64	Persistent unverifiable rumor
65-69	Plague
70-74	Sensational crime
75-80	Slavers
81-90	Squatters
91-100	Vandals

**Archaeological Find:** A well-preserved ruin is found in your kingdom, with historical artifacts connected to the people who lived in your land long ago. *Effect:* Lore +1. If you have a Museum, the discoverers donate 10,000 gp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).

**Assassination Attempt:** One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a CR equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the kingdom immediately incurs the penalties for not having a leader in that role.

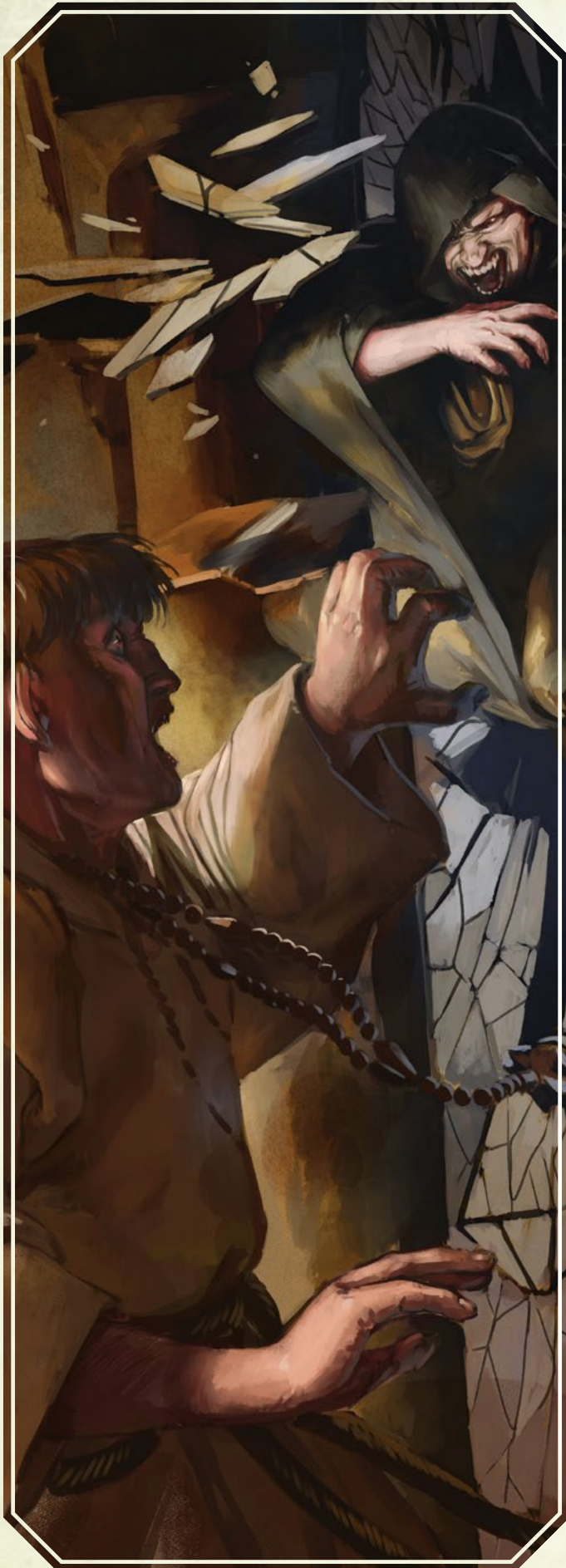
**Bandit Activity:** Bandits are preying upon those who travel through your kingdom. Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Boomtown (Settlement):** Randomly select one settlement. Commerce booms among that settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.

**Building Demand (Settlement, Continuous):** The citizens demand a particular building be built (01-75) or demolished (76-100). Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2.

**Carnival (Settlement):** A carnival, traveling menagerie, or similar roving festival comes to a randomly determined settlement in the kingdom. This functions as a **Festival Edict** (civic festival) but at no cost to the kingdom's treasury. However, some carnivals provide cover for miscreants, and there is a 25% chance (regardless of whether the kingdom checks for the festival succeed) that the same settlement is affected by a Dangerous Settlement Event (roll randomly) in the same month. This is in addition to the potential for squatters or vandals as a result of a failed festival.

**Crop Failure (Settlement):** Pests, blight, and weather ruin the harvest in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your kingdom takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.



**Cult Activity (Settlement, Continuous):** A religious cult of an alignment opposed to the kingdom's alignment begins kidnapping, converting, or even publicly sacrificing citizens. Attempt a Loyalty check and a Stability check. If both succeed, the cult is disbanded before your kingdom takes any penalties from the event. For each of these checks you fail, Unrest increases by 1 and Productivity, Society, and Stability decrease by 1. If both checks fail, the event continues in the next Event phase.

**Diplomatic Overture:** A nearby kingdom sends an ambassador to you to negotiate an embassy (01–60), treaty (61–90), or alliance (91–100), as if using a diplomatic edict (see [Optional Kingdom Rules: Edicts](#)). If the GM doesn't have an appropriate kingdom in mind when this event occurs, determine the kingdom's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your kingdom.

**Discovery (Settlement):** Scholars unearth a bit of ancient lore or devise important new research of their own. Fame increases by 1 and Lore increases by 1d4.

**Drug Den (Settlement, Continuous):** One of your Houses or Tenements becomes a hive of illicit drug trade. Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your kingdom takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01–50) or the nearest settlement (51–100).

**Economic Boom:** Trade is booming in your kingdom! Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Festive Invitation:** Your kingdom's leaders are invited to a festival in a neighboring kingdom. If you attend and bring 1d4 BP worth of gifts, for the next year Society increases by 1, Fame increases by 1 for any check relating to that kingdom, and you gain a +2 bonus on edict checks relating to that kingdom.

**Feud (Settlement, Continuous):** Nobles (or other influential rival groups) are bickering. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event is continuous.

**Food Shortage:** Spoilage, treachery, or bad luck has caused a food shortage this turn. Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.

**Food Surplus:** Farmers produce an unexpected windfall! In the next Upkeep phase, the kingdom's

Consumption is halved (but returns to normal on the next turn).

**Foreign Spy:** A spy from a foreign kingdom is discovered trying to find out the kingdom's weaknesses. Increase Unrest by 1 and make a Loyalty check; if failed, increase Unrest by an additional 1d3.

**Good Weather:** Good weather raises spirits and productivity. Economy, Loyalty, and Productivity increase by 2 until the next Event phase.

**Improvement Demand (Hex):** This event is identical to the building demand event, but the citizens want the construction or destruction of a terrain improvement in the hex.

**Inquisition (Settlement, continuous):** Zealots mobilize public opinion against a particular race, religion, kingdom, behavior, or kingdom leader. Attempt a Loyalty check. If you fail, the zealots run rampant; Infamy and Law increase by 1 and Lore, Loyalty, Productivity, and Stability decrease by 2. If you succeed, the zealots are somewhat suppressed; Lore, Loyalty, Productivity, and Stability decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).

**Justice Prevails (Settlement):** Authorities shut down a major criminal operation or thwart a plot against the settlement. Law and Loyalty increase by 1 and Crime and Unrest decreases by 1.

**Land Rush:** Overeager settlers claim an unclaimed hex and construct a Farm, Mine, Quarry, or Sawmill at their own expense, but are fighting over ownership. This hex is not part of your kingdom, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.

**Large Disaster (Hex):** A fire, storm, earthquake, flood, massive sabotage, or other disaster strikes! Roll 1d6; on a result of 1–5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

**Localized Disaster (Settlement):** A fire, a flood, a storm, an earthquake, massive sabotage, or another disaster strikes the settlement! Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases by 1.

(This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

**Magical Storm (Hex).** One hex in the kingdom is affected by a strong magical storm, which may include extreme unseasonable weather as well as wholly unnatural weather phenomena (raining frogs, burning hail, necromantic fog, wild magic winds, etc.). Economy,



Stability, and Productivity are reduced by 2 until the next Event phase. The caster level for any magical effect used within the hex is increased by 1d6-3 for one month. If the hex contains a settlement, there is a 50% chance to have an additional event in that settlement (roll 1d6: 1-3 results in an **Unexpected Find** and 4-6 a **Monster Attack**) during the magical storm.

**Mercantile Contacts (Settlement):** You can attempt to use merchant contacts to find a specific magic item, making an Economy check with a -1 penalty for every 5,000 gp of the item's price. If successful, a merchant finds the items and delivers them at the beginning of the next build phase. These items are available for purchase at the market price and are only available until the end of the month. Artifacts are not able through mercantile contacts.

**Monster Attack (Hex or Settlement, Continuous):** A monster (or group of monsters) attacks the kingdom. The GM picks a claimed hex in the kingdom in which the monster is active. The Challenge of the monster encounter is equal to the party's average level + 1d4 - 1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.

**Natural Blessing:** A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your kingdom's morale. You gain a +4 bonus on Stability checks until the next Event phase.



**New Subjects:** A small group of indigenous intelligent creatures joins your kingdom and submits to your rule. Society and Stability increase by 1, Unrest decreases by 1, and your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Noblesse Oblige (Settlement):** A noble family offers to construct a Monument (01–50) or Park (51–100) in your settlement at the family's own expense. The nobles pay all costs and Consumption for this purpose.

**Outstanding Success (Settlement):** One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your kingdom. Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.

**Persistent Unverifiable Rumor (Settlement, Continuous):** A rumor, that seems to defy confirmation, is spreading through a settlement. This rumor regards an infamous criminal, or government corruption, or some other conspiracy theory. Attempt a Loyalty check. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption and Law increase by 1, Unrest increases by 1d6, and the event is continuous.

**Pilgrimage (Settlement):** Randomly select one settlement with a Cathedral, Shrine, or Temple. Pious religious folk journey to your settlement, holding a religious festival in that settlement at no BP cost to you.

**Plague (Hex or Settlement, Continuous):** A deadly sickness strikes the target hex or settlement. You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Foreign Quarters, Highways, Inns, Piers, Roads, Stables, Stockyards, Tenements, and Waterfronts in the hex, and a bonus equal to the number of Alchemists, Cathedrals, Herbalists, Hospitals, and Temples in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex.

**Political Calm:** A sudden absence of political machinations coincides with an increase in public approval. Unrest decreases by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your kingdom has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the kingdom (see the [Expanding Settlement Modifiers](#) optional rule in *Pathfinder Roleplaying Game Ultimate Campaign*), this also increases Law by 1 for the entire kingdom.

**Public Scandal:** One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a -4 penalty on all Loyalty checks until the next Event phase.

**Remarkable Treasure (Settlement):** The settlement immediately fills one of its open magic item slots (selected randomly) with a better than normal item (medium if a minor slot, major if a medium slot). Treat the settlement's base value as 50% higher than normal for determining the item's maximum price. If the settlement doesn't have any open magic item slots, treat this event as Unexpected Find.

**Sensational Crime (Settlement, Continuous):** A serial killer, arsonist, or daring bandit plagues your kingdom. Attempt two Stability checks, adding the settlement's Law and subtracting its Crime. If you succeed at both checks, the criminal is caught before your kingdom takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.

**Slavers (Settlement, Continuous):** Criminals begin kidnapping citizens and selling them into slavery. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your kingdom takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous.

**Smugglers (Continuous):** Unscrupulous merchants are subverting legitimate businesses. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the kingdom. If you succeed at both checks, the smugglers are stopped before your kingdom takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the kingdom, Productivity for the kingdom decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the kingdom increases by 1, Productivity for the kingdom decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.

**Squatters (Settlement, Continuous):** An empty settlement lot is taken over by beggars, troublemakers, and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters



with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.

**Technological Advancement (Settlement):** Scholars and tinkers develop a new technology or greatly improve an existing technology. This becomes both a boon and a bane for the nation. Fame, Economy, and Productivity increase by 1. Stability decreases by 1 as people react and adjust to the revolutionary development. Foreign spies increase in the nation as they try to gain the new technology for their own countries, forcing your country to succeed on a Loyalty check each month for the next 1d4 months. Each time this Loyalty check is failed, Unrest increases by 2.

**Unexpected Find (Settlement):** Local citizens discover a forgotten magical item. The settlement gains one temporary minor (01–70) or medium (71–100) magic item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.

**Vandals (Settlement):** Thugs and dissidents riot and destroy property. Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you

fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

**Visiting Celebrity (Settlement):** A celebrity from another kingdom visits one of your settlements, causing a sudden influx of other visitors and spending. Fame increases by 1 and Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Visiting Diplomats:** Diplomats from neighboring kingdoms arrive to participate in a fete held in their honor. If the kingdom size is between 3 and 25 hexes, the kingdom rulers can invite one diplomat; between 26 and 50 hexes, two diplomats; 51 and 100 three diplomats; and over 100 hexes, an additional diplomat for every 100 hexes. Whether or not the diplomats show up depends on the relationships between the kingdoms (the GM is encouraged to roleplay this out). You gain a +2 bonus on Economy checks for every diplomat that shows up to the fete until your next event phase.

**Wealthy Immigrant (Settlement):** A rich merchant or a noble from another land is impressed with your kingdom and asks to construct a Mansion (01–75) or Noble Villa (76–100) in the settlement at no cost to you. If you allow it, the building provides its normal benefits to your kingdom.



# POPULATION

The actual population of your country does not affect your kingdom statistics, 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 Build Points to improve that hex.

**TABLE 1-14: POPULATION BY TERRAIN TYPE AND IMPROVEMENTS**

TERRAIN	POPULATION	DANGER
<i>Cavern*</i>	25	+20
<i>Cold</i>	25	+10
<i>Desert</i>	25	+5
<i>Forest</i>	50	+5
<i>Jungle</i>	25	+15
<i>Hills</i>	50	-
<i>Mountains</i>	25	+10
<i>Plains</i>	100	-
<i>Swamp</i>	25	+10
<i>River</i>	x2	-
<i>Coastline</i>	x2	-
<i>Deep Water</i>	-	+5

IMPROVEMENTS	POPULATION	DANGER
<i>Aqueduct</i>	-	-
<i>Bridge</i>	+25	-
<i>Canal</i>	+25	-
<i>Farm</i>	+100	-
<i>Fisheries</i>	+50	-
<i>Fort</i>	+50	-10
<i>Highway</i>	+25	-5
<i>Mine</i>	+25	+5
<i>Quarry</i>	+25	-
<i>Road</i>	-	-
<i>Sawmill</i>	+25	-
<i>Watchtower</i>	+25	-5
<i>Cities</i>	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.



CHAPTER 2

# Cities & Settlements



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. Your settlements are the greatest assets of your kingdom, and the key to its prosperity and power.

This chapter first discusses settlements you might encounter or create as part of the backdrop of the campaign world, including a core settlement stat block and characteristics that can be used during play in a typical campaign whether or not you are using the kingdom-building rules. The base rules here are similar to those in **Chapter 7** of the *Pathfinder Roleplaying Game GameMastery Guide*, modified as described below.

Thereafter, the bulk of the chapter is devoted to creating your own cities, towns, and villages in the context of the kingdom-building rules provided in **Chapter 1**.



## SETTLEMENTS IN PLAY

A settlement your PCs encounter as they travel on their adventures can range from a simple crossroads hamlet to a vast metropolis. The exact population is left to the GM to assign, but you can use a settlement's type to help you determine just how many folks live in the city. Since the actual number of people who dwell in a settlement has no impact on game play, the number you choose is largely cosmetic—feel free to adjust the suggested values below to fit your campaign.

**TABLE 2-1: SETTLEMENT POPULATION RANGES**

SETTLEMENT TYPE	POPULATION RANGE
<i>Thorp</i>	Fewer than 20
<i>Hamlet</i>	21–60
<i>Village</i>	61–200
<i>Small town</i>	201–2,000
<i>Large town</i>	2,001–5,000
<i>Small city</i>	5,001–10,000
<i>Large city</i>	10,001–25,000
<i>Metropolis</i>	More than 25,000

The ideal way to handle a settlement in your game, of course, is to plan it out, placing every shop and every home, naming every NPC, and mapping every building. Yet settlements are the most complicated locations you're likely to ever feature in your game, and the prospect of

fully detailing one is daunting, especially if your PCs are likely to visit multiple settlements.

Presented below are basic rules for a more streamlined method of handling settlements in your game. Essentially, these rules treat settlements almost as characters of their own, complete with stat blocks. Using these rules, you can generate the vital data for a settlement quickly and efficiently, and with this data you can handle the majority of your players' interactions with the settlement.

Note that for particularly large cities, you can use multiple settlement stat blocks to represent different districts within a city. This allows you to have neighborhoods with distinct characteristics inside one city's walls. GMs should feel free to add other new elements to create the cities they desire.

## SETTLEMENT MODIFIERS

Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city. In the *Pathfinder Roleplaying Game Gamemastery Guide*, these six modifiers are **Corruption**, **Crime**, **Economy**, **Law**, **Lore**, and **Society**. When using the settlement rules in conjunction with the kingdom-building rules, a helpful suggestion is to rename the **Economy** settlement modifier to **Productivity** in order to avoid confusion with modifiers to the Economy kingdom attribute used in the kingdom-building rules.

## LAYING OUT A SETTLEMENT

To organize your settlements, you can use the mechanic of a District Grid is divided into 9 large blocks, and each block into four smaller lots; however, this does not mean that every city district is literally a square grid. Real world cities of the Middle Ages and Renaissance come in all shapes and sizes, and so too do fantasy cities; the grid is merely an abstraction to help organize information about how the city is organized and what parts of it are near one another. You *can* use the grid to represent an actual map of the settlement, or you could split the lots apart and rearrange them on either side of a river or across several islands or atop and alongside a hill or cliff. The visual representation of a city is limited only by your imagination, while the grid serves as a tool to build out the city in a logical way. As a rule of thumb, each building lot is assumed to be 200 feet on a side, though if you prefer a larger, more spread-out city you could have lots up to 750 feet on a side, which if placed in a square arrangement would give you a district about 1 mile square. Whatever their size, on each lot you may construct a building, and each building affects your kingdom's Economy, Loyalty, and so on.

Much like the blocks and lots themselves, when you construct a "building" in your settlement, this also is a convenient abstraction to describe the *kind* of buildings you are creating on that lot. 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 (for a 200-foot-square lot) or over half a million square feet - the size of a large urban convention center in the modern world - if using 750-foot-square lots. Instead, that "Inn" may represent a dozen or more similar businesses all devoted to a similar trade, or a smaller number of establishments plus a variety of homes, apartments, and support businesses clustered around them, with streets and alleys winding amongst the buildings in each block.

If you decide to name your buildings, be they Inns, Arenas, Cathedrals, or any other building, that name might refer to the largest and most prosperous business of its kind on the block rather than a massive business that owns the entire space. Alternatively, 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.

Most settlements only have 1 district. If your District Grid is full and you want to add another district (for example, if you run out of available lots in that settlement and want to construct additional buildings), you can create an additional district for that settlement by paying the preparation cost for the settlement's terrain as listed on [Table 4-6: Terrain and Terrain Improvements](#) in *Pathfinder Roleplaying Game Ultimate Campaign*. Remember that your kingdom's Control DC is based on the number of districts in your settlement.

The placement of buildings in your district is up to you—you can start in the center of the district and build outward or start at the edge and build toward the center. Some buildings (such as the Guildhall) take up more than 1 lot on the grid, and you may build them so that they occupy a single block or in such a way as to straddle two adjoining blocks.

**Construction:** Construction is completed in the same turn you spend BP for the building, no matter what its size is. A building's benefits apply to your kingdom immediately. At the GM's discretion, construction magic (such as *fabricate* or *wall of stone*) can reduce a single building's BP cost by 2 (minimum 0). This is a one-time reduction per turn, regardless of the amount of magic used.

**Population:** As a simple rule of thumb, a settlement's population is approximately equal to the number of

completed lots within its districts  $\times$  250. A grid that has all 36 lots filled with buildings has a population of approximately 9,000.

**Defense:** A settlement's Defense is used with the **Warfare** rules in Chapter 3. It otherwise has no effect unless the settlement is attacked. You can increase a settlement's Defense by building certain structures (such as City Walls).

# CITIES, TOWNS, AND VILLAGES

Building settlements can be done with a simple and direct system, 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 kingdom rules 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.

Alternatively, you can use a more organic 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 Build 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.

**Base Value:** This number is the price limit below which items that can be assumed to be readily available for purchase (75% likely to be available, rechecking after one month if item is found to be unavailable) in a city, town, or village, up to the maximum listed for each settlement size, regardless of how many building improvements have been constructed that raise the settlement's base value. Items over this limit can be purchased only at the GM's discretion.

**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. The price of these items may exceed the base gp limit. 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 dragonhide 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 minor items, or medium items for exceptionally valuable mundane items.

**Optional Rule: Limited Consumables:** A quirk exists in the standard method of assigning magical item





values and using that as the means test for whether magical items are available, and that is in the realm of consumable magical items such as potions and (especially) scrolls. By rule, unless those spells have a costly material component, their price is figured by a simple formula of caster level times spell level times 25 gp (for scrolls; double that for potions, but with their spell level capped at 3rd in any case). Scroll spells like *gate*, *true resurrection*, and *wish* are still fabulously expensive, but that is mostly because of their included material component cost; a scroll of *implosion*, *mass heal*, *meteor swarm*, or *weird* costs less than 4,000 gp. This price would classify it as a minor magical item if following the same pricing rules as other items; it's less expensive than a +2 *shield* or *boots of striding and springing*. For many GMs and players, however, there is something rather jarring about the idea of walking down to the corner Magic Shop and buying a scroll penned by a 17th-level caster, when no such caster is known to exist for a thousand miles in any direction. Some possible solutions could include:

**Cap Consumables at Caster Level:** Any potion, scroll, or wand purchased in a settlement cannot use a spell that is beyond the highest level of spell available from NPC casters in that settlement.

**Enforce Item Categories:** Consider the item categories for potions and scrolls as they are laid out in *Pathfinder Roleplaying Game Ultimate Equipment*. Those categories have some overlap but give the following level spreads:

ITEM CATEGORY	SPELL LEVEL
Minor potion	0-2nd
Minor scroll	0-3rd
Minor wand	0-2nd
Medium potion	2nd-3rd
Medium scroll	2nd-5th
Medium wand	2nd-3rd
Major potion	2nd-3rd
Major scroll	4th-9th
Major wand	3rd-4th

Following the above categories, you can rule that only categories of items capable of being manufactured in a city are considered freely available (i.e., with the standard 75% chance to be found for sale). If a settlement produces only minor items, then only minor potions, scrolls, and wands are readily available for purchase. Potions and wands above 2nd level and scrolls above 3rd level are simply not available regardless of whether their standard price is below the settlement's base value.

**Restrict Caster Level:** The two options listed above help control the spell level for consumables, but that is only part of the issue. A *scroll of greater magic weapon* is a 3rd level spell with a caster level of 5, granting a +1 enhancement bonus to a weapon for 5 hours. However, the same scroll with a caster level of 20

grants a weapon a +5 enhancement bonus for 20 hours and costs only 1,500 gp. By rule, this item should be easy to purchase in almost any town of consequence, much less a bustling city. However, the availability of scrolls scribed at 20th level presupposes the existence of 20th-level casters spending their time scribing scrolls for sale. If that stretches your suspension of disbelief, it is entirely reasonable to stipulate that items available for purchase are always created only at their standard caster level and that custom items that exceed this limit are not commonly available, though they could show up as items using the magic item slots of buildings in that settlement, including through the use of a Commission Edict. However, in this case it is still reasonable to restrict the caster level of available items to the minimum caster level required to cast spells of the maximum NPC caster level present in the settlement, with a maximum of 15th level for settlements where 8th level spellcasting services are available. PCs crafting their own items, of course, are always free to craft them at any level desired based on the standard item crafting rules.

**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 Diplomacy check to gather information (DC 15 + the item's caster level, +5 for medium items, +10 for major 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 *Pathfinder Roleplaying Game Core Rulebook* contains simple price formulas 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 *Pathfinder Roleplaying Game Gamemastery Guide Settlement rules* 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 *Gamemastery Guide*.

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 A DISTRICT GRID TO MAKE YOUR CITY

You can 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 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

You improve settlements by constructing buildings, which provide bonuses to the kingdom in general and the settlement in particular. Some buildings also intersect with the Mass Combat rules in Chapter 3, notably with fortifications and reserve armies.

**Demolition:** If a lot has a building, you can clear it for new construction. Doing so costs 1 BP. You may construct a building on a lot the same turn you demolish the old building there. You do not regain BP for a demolished building (but see Rebuilding, below).

**Destroyed Lots:** If an event or a pillaging army destroys 1 or more lots, the devastation causes Unrest to increase by 1 per lot destroyed.

**Rebuilding:** If you rebuild the same type of building on a destroyed lot, the cost is halved, as you can reuse some of the materials for the same purpose. If you rebuild a different type of building on that lot, reduce the cost of the new building by 1/4 the cost of the old building (minimum 1 BP). If you build smaller buildings on top of a site that held a multi-lot building, split the discount evenly over the new buildings. For example, if you demolish an Academy and construct a Mansion and a Luxury Store on top of those lots, each building gets a 6 BP discount (1/4 of 52 BP is 13, divided evenly between the two).



## CONSTRUCTING 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. If you decide you'd rather go with a more gradual building process rather than instantaneous construction, you can use the table below to guide a more organic evolution of humble villages growing into bustling towns and sprawling cities.

TABLE 2-5: 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	-	village	
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	
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,
Watergate	2 BP/1 month	-	-	town	
Waterway	3 BP/1 month	-	-	town	
Windmill	8 BP/2 months	10	-	village	

**Construction:** The base kingdom-building rules in *Pathfinder Roleplaying Game Ultimate Campaign* assume that all buildings are constructed more or less instantaneously, in the same month that they are paid for with Build 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 Build 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

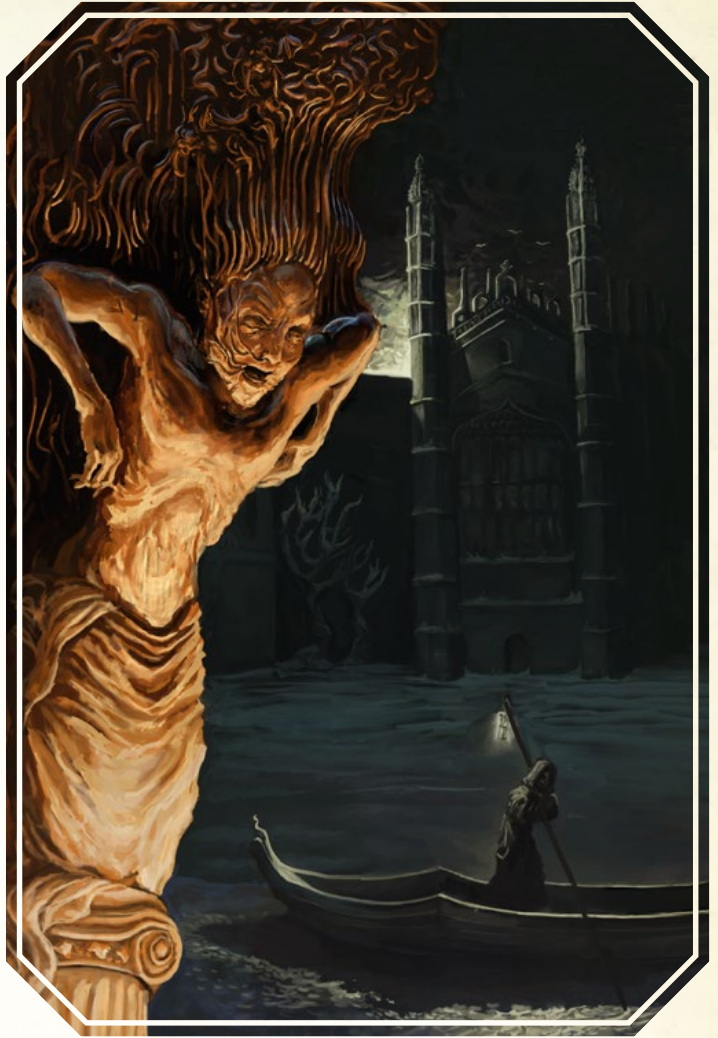
City Walls and Moats do not occupy any space on a district map; instead, they exist along one or more sides of a city district. As described above, of course, this is an abstraction. Building just one City Wall does not mean that you actually have a square city with a wall on one side of it and no defenses 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.

## BUILDING DESCRIPTIONS

Buildings are described in the following format.

**Building Name:** The type of buildings contained in this lot. In most cases, each lot represents numerous buildings of that type, rather than a single edifice.

**Cost:** The cost in BP to construct the building.

**Lots:** How many lots the building fills.

**Kingdom:** Building modifiers to Economy, Loyalty, and Stability stack, affect your entire kingdom, and are ongoing from turn to turn. Modifiers to Unrest occur once when the building is completed. This category also lists any bonuses to Fame (see *Fame and Infamy*) from having the building.

**Discount:** Some buildings halve the cost of constructing a related type of building in the same settlement. This cost reduction applies only to the first constructed building of the types listed in this line. For example, an Academy halves the cost of your next Library

in that settlement; if you build a second Library in that settlement, you pay the normal cost for it. If 2 buildings give the same discount, only one discount applies per new building, but you may construct 2 buildings at the discounted cost. For example, Market and Theater both halve the cost of an Inn; if your settlement has a Market and a Theater, you may construct 2 Inns at half cost (the Market discounts one, and the Theater discounts the other).

**Limit:** This lists limitations on the number of buildings of this type, special requirements for adjacent buildings, or prohibitions against certain buildings being adjacent.

For most buildings, you can construct as many of them as you want in a settlement, but some are limited in the number that can be built per settlement or district. For example, you can only construct 1 Arena per settlement. In addition, building repeated iterations of buildings of the same type brings diminishing returns to the prosperity of a city, as 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 applies to all buildings described in *Pathfinder Roleplaying Game Ultimate Campaign* as well as those in this volume; however, it does not apply to **Bridges, City Walls, Houses, Moats, Parks, Tenements, and Waterways**.

Some buildings require that you construct them adjacent to at least 1 or 2 of a specific kind of building or feature of the settlement. For example, a Shop or Tavern must be adjacent to a House or Mansion. The required adjacent building can only count toward 1 building that requires it. For example, if you have a House and a Shop, that House can't be used to meet the requirement for another Shop or a Tavern; you have to construct a new House and use it to meet the requirement of the new Shop or Tavern.

Some buildings cannot be adjacent to certain buildings. For example, you can't construct a Tannery next to a House, Mansion, Noble Villa, or Tenement. If you want to use a lot for this type of building, you must demolish all prohibited adjacent structures first.

If you get overzealous in constructing a particular type of building in a settlement, the GM should feel free to add events to discourage this practice. For example, a settlement with too many Dumps is prone to otyugh and wererat attacks, and a settlement with too many Graveyards tends to have frequent undead attacks. This should not occur, however, if you build too many Houses, Parks, Tenements, or Waterways.

**Upgrade To/From:** Some buildings can be converted into a more advanced form of the existing building, such as converting a Shrine into a Temple. To upgrade a building, pay the BP cost difference between the current building and the new building. Remove the modifiers from the old building and apply the modifiers from the new building. Upgrading counts as constructing a building for the purpose of the maximum number of

buildings you can construct on your turn. You can't upgrade a building to a larger one if there isn't space in the District Grid for the building's new size.

**Special:** This lists any other effect the building has, such as increasing Defense, the settlement's base value, or the output of a nearby Mine.

**Magic Items:** This lists any magic item slot the building creates, which may be filled in the Upkeep phase (see **Magic Items in Settlements<sup>UC</sup>**). If a building lists multiple options within a category (such as "1 minor potion or scroll"), it has an equal chance for each option.

**Settlement:** This entry lists settlement modifiers that affect specific skills within the settlement, following the settlement rules in the *Pathfinder Roleplaying Game GameMastery Guide*. These modifiers are ongoing from turn to turn but apply only to skill checks within that settlement (not other settlements in the hex or anywhere else in your kingdom). Buildings that increase or decrease Unrest apply that modifier only once, on the turn they are built; they have no effect on unrest in subsequent turns.

The following buildings can be constructed in addition to those described in *Pathfinder Roleplaying Game Ultimate Campaign*.

**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.

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.

**BATHHOUSE** 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.

**CITY WALL** 2 BP

**Kingdom** Unrest -2 (once per settlement)  
**Limit** Land district border  
**Special** Defense +1  
 A fortification of a district with a sturdy wall. The GM may allow for cliffs and other natural features to function as a City Wall for one or more sides of a district. You may construct gates through your own city wall at no cost.

Unlike the way walls work in *Pathfinder Roleplaying Game Ultimate Campaign*, City Walls (and Moats) as described here do not occupy any space on a district map; instead, they exist along one or more sides of a city district. While for the sake of the abstract district grid you may build a number of city walls equal to your number of land borders, building just one City Wall does not mean that you literally 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.

**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.

**MOAT** 2 BP

**Kingdom** Unrest -1 (once per settlement)  
**Limit** Land district border  
**Special** Defense +1; cannot be damaged by siege engines

A fortification of one side of a district with an open or water-filled ditch, often backed by a low dike or embankment. The GM may allow a river or similar natural feature to function as a moat for one or more sides of a district. See City Walls building description for further information.

**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.

**WATERWAY** 3 BP, 1-2 LOTS

**Special** Counts as water district border for adjacent buildings

A river or canal occupying part of the District Grid. At the GM's option, a natural Waterway may already exist on the grid, requiring no action or BP to build. If you construct a City Wall that touches or crosses the Waterway, you must also build Watergates on the same turn.

**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 whose alignment does not match the alignment of the deity to whom the Cathedral in the settlement is dedicated. If a PC or allied NPC is of sufficient level to cast the requisite *forbiddance* spells, they may choose to set a different alignment. By paying a higher BP cost, the *forbiddance* effect can include a password allowing differently aligned creatures to physically enter the area without harm. This halves the Loyalty and Unrest modifiers. **Effect** Defense +2 (+4 vs. extraplanar creatures), Stability +2, Loyalty -2, Unrest +1d4; the Loyalty and Unrest modifiers are doubled if the alignment of the *forbiddance* effect is different than the kingdom's alignment. **Prerequisite** Cathedral.

**Hallow/Unhallow (20 BP per lot):** You can lay a series of *hallow* or *unhallow* spells to cover a lot and the building it contains. A companion spell can be

attached to the *hallow/unhallow*, which increases the cost by 20 BP times the level of the companion spell. The companion spell must be renewed once per year, requiring the same BP expenditure (but not the base 20 BP for the *hallow/unhallow* itself). **Effect** Fame +1, Defense +2 vs. evil creatures (or good creatures, for *unhallow*; +4 vs. extraplanar creatures 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 cities 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.

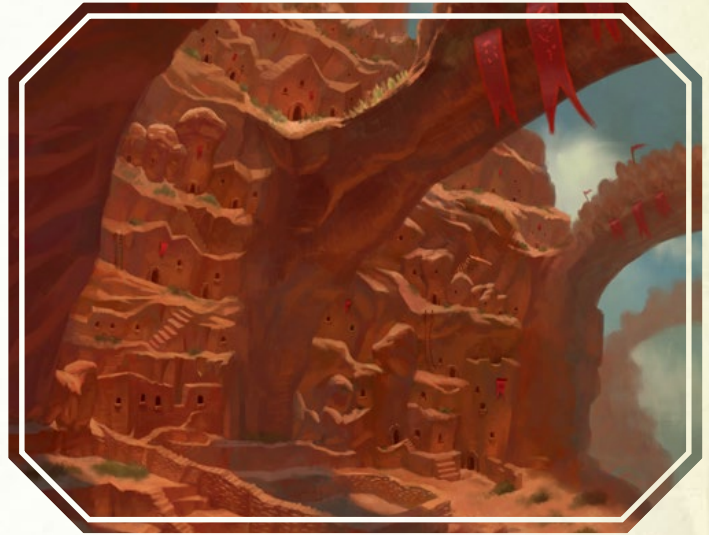
**Limit** Cavern cities have no streets or alleys and all buildings are considered impassable buildings. They can be entered from adjacent buildings but can only be exited back into the building lot from which a creature came. One set of Tunnels must be built for each square of 4 lots to build the tunnels 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%.

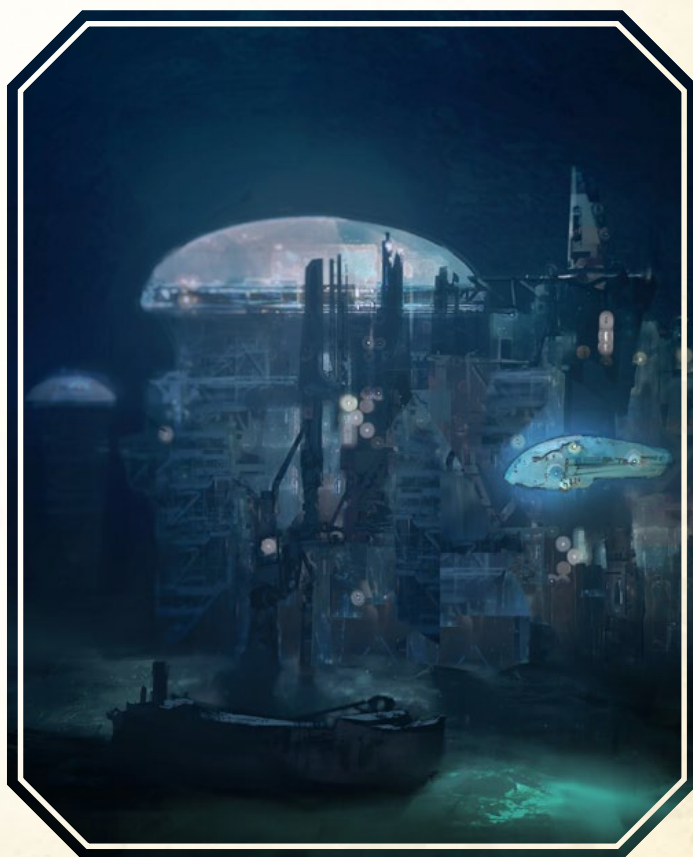
Wooden buildings normally cannot be constructed in an underwater city, though at the GM's option an underwater city woven into a massive kelp bed or sargasso could be constructed of matted fibers and fronds functionally equivalent to wood for building purposes.

**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).



# SETTLEMENT ATTRIBUTES

The settlement rules under **Settlements in Play** earlier in this chapter 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 kind 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.

Many of these attributes have kingdom and settlement-wide effects as described below. If not detailed otherwise, rules associated with these attributes function as described in **Settlements in Play**.

## 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 2-3: 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 number 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 deep-water 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 1-9 with Table 2-7 below to determine whether the event is a standard event or whether one of your settlements (chosen randomly) gains an attribute.

**TABLE 2-4: 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 base settlement rules in **Settlements in Play** 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

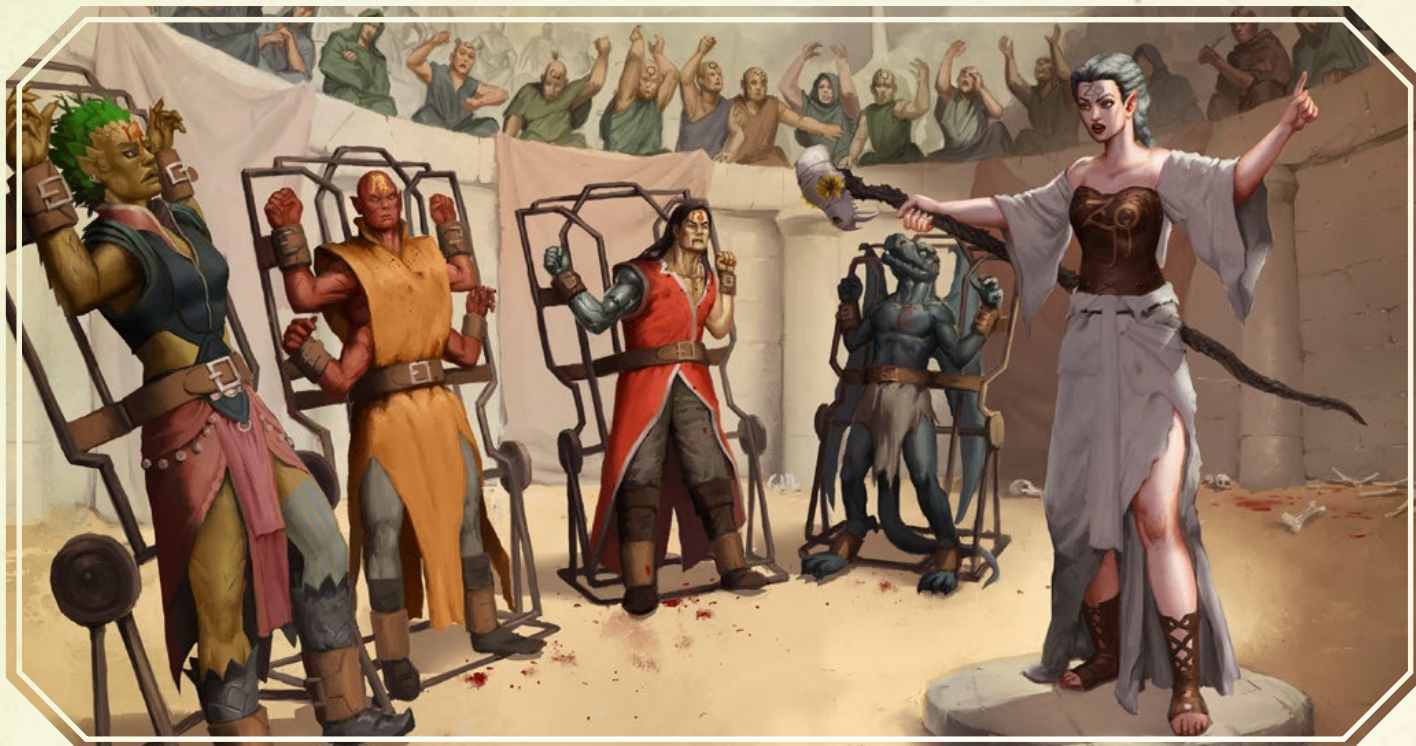
Attitudes are those attributes that are based on conscious or willful choices by the majority of citizens in a settlement, becoming ingrained in the policies and politics of the place and creating deeply held beliefs and values. Some attitudes may be beneficial to a community, but frequently they make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

**TABLE 2-5: 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 2-6: 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 craftsmen. *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, etc), 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 sheriff'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 2-7: 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 (conjunction only).*

**Planar Crossroads:** Natural or artificial planar gates near the settlement make it a crossroads 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 Knowledge (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 2-8: 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 Diplomacy 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 Fortitude 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 2-12: 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 ley lines 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 Fortitude 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 *Pathfinder Roleplaying Game* 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 <i>magic missile</i> spell using her highest-level spell available spell slot.
4	The caster targets herself with a <i>bestow curse</i> spell and automatically fails the save. It lasts 1 hour.
5	The caster targets every creature within 30 feet with a <i>bestow curse</i> spell. (They can save normally). It lasts 1 hour.
6	The spell is cast twice on the same target.

A large eagle with a rider flying over a castle with other eagles in the sky. The eagle is the central focus, with its wings spread wide. It has a rider on its back, and there are other eagles flying in the sky around it. The background shows a castle with towers and flags. The overall scene is a dramatic and epic illustration.

CHAPTER 3

# Warfare





**S**OONER OR LATER, EVEN THE MOST PEACEABLE Kingdom will find itself faced with the prospect of war. While some kingdoms at odds with your own might be willing to compromise, others are not amenable to negotiation, or respond to overtures of appeasement with ever-increasing aggression. When diplomacy fails, the clash of steel is close behind.

The base rules for mass combat are described in the **Mass Combat** section of **Chapter 4: Kingdoms and War** in *Pathfinder Roleplaying Game Ultimate Campaign*, greatly expanding the options for your kingdom leaders to create armies, assign their commanders, and prepare them for battle on land, at sea, or in the skies. This includes rules for equipping and maintaining conventional armies, utilizing PCs as part of mass combat, converting groups of monsters into military forces, and going beyond the battlefield to deal with the aftermath of combat.

These rules provide an abstract, narrative mass combat system that will let you rapidly play out a complex battle scenario without getting bogged down in excessive detail, while still retaining fidelity to strategy, tactics, and the realities of the battlefield. These rules are not intended to accurately represent complex wars, provide a highly tactical simulation, or accurately model a tactical warfare miniatures game. Instead, they are intended to incorporate warfare into a campaign while still staying primarily focused on traditional, small-scale adventuring and roleplaying.

## BEYOND THE KINGDOM

The mass combat presented here are designed to work in conjunction with the kingdom building rules presented in Chapters 1 and 2, such as Loyalty checks and a kingdom's Control DC. If you aren't running a kingdom but would still like to use these mass combat rules as part of your regular *Pathfinder Roleplaying Game*, substitute a Profession (soldier) check with a DC of 15 plus the level of the average character in the party. Instead of a kingdom turn or kingdom phase, use 1 month. Instead of using build points (BP) to represent the cost of equipping and maintaining an army, multiply the BP cost by 500 gp.

# BUILDING ARMIES

The following rules deal with constructing an army, whether comprised of ordinary humanoid soldiers or something more exotic. Many of the following rules amplify or expand upon the basic mass combat rules described in Chapter 4 of *Pathfinder Roleplaying Game Ultimate Campaign*, while others offer revisions or alterations to how those rules work.

## ARMY SIZE

In a system where the default army size is a unit of 100 soldiers, it becomes difficult to replicate anything like the kinds of armies provided even in most existing adventure path adventures. This is in part because it is hard to reflect the granularity of numbers based on what exists in a published adventure, but also in part because when the numbers are very small in comparison to that 100-soldier baseline, armies of otherwise impressive creatures become low-ACR armies with low hit points and low offense and defense.

If an army of a dozen stone giants assaults a town with several dire bears and a juvenile red dragon, with the standard rules you end up with a Tiny ACR 2 army with 9 hp (the giants), a Fine ACR 2 army with 13 hp (the dragon). The extra two giants and the dire bears are either ignored (as their numbers don't add up to enough to make another army) or become tiny fractional Fine armies (CR 1/2 for each solo giant, CR 1/3 for each solo dire bear). A scenario like the above, however, could be interpreted as never being meant for mass combat but as a series of combat events for a party of PCs (though it takes place as an attack against a town on a sandy point that, if PCs are involved in leading, could certainly have an army of its own). However, when the same adventure presents an entire fortress surrounded by giant armies, the otherwise impressive-sounding totals of 32 hill giants (ACR 3, 13 hp), 46 ogres (ACR 1, 4 hp), 11 stone giant maidens (ACR 2, 9 hp), and three armies of around 20 hill giants each (two ACR 4, 18 hp armies of 25, one ACR 2, 9 hp).

It's a large number of armies, but none of them terribly effective. Any of these armies could be trivially eliminated in a single round of mass combat. That brings up the last problem: If virtually all armies end up very small in size and hit points, mass combat becomes a very swingy affair, something prone to being over in a single round. A battle should not be a tedious grind, especially in an abstract system meant to be a diversion from the primary campaign and not a replacement for it, but it also should last long enough to actually use some of the interesting tactics, combat boons, and

other special rules that allow mass combat to be more interesting than just a few anticlimactic die rolls.

To adjust for this effect, the following revised army sizes can serve as an alternative to those described in the published mass combat rules. For reasons of flavor, each army size has been given a specific unit designation rather than being assigned a creature size category, though every race and culture will have its own nomenclature for army armies of different sizes.

**TABLE 3-1: ARMY SIZES**

ARMY TYPE	SOLDIERS	ARMY CHALLENGE RATING (ACR)
<i>Hero</i>	1	Challenge of individual creature -4
<i>Patrol</i>	5	Challenge of individual creature -2
<i>Squad</i>	10	Challenge of individual creature
<i>Platoon</i>	20	Challenge of individual creature +2
<i>Company</i>	50	Challenge of individual creature +4
<i>Battalion</i>	100	Challenge of individual creature +6
<i>Regiment</i>	200	Challenge of individual creature +8
<i>Brigade</i>	500	Challenge of individual creature +10
<i>Legion</i>	1000	Challenge of individual creature +12

**Soldiers:** The number of creatures present within the unit. For creatures whose CR is less than 1, multiply this number by the amount required to bring that CR to 1 (e.g., a unit of 1st-level human warriors (CR 1/3 individually) would have 3 times the normal number of soldiers, such as 30 soldiers in a squad or 150 in a company).

**Equipment:** When purchasing equipment or other Resources for an army of this size, multiply the BP cost by this amount. This modifier replaces **Table 4-16: Resource Scaling** in the published rules.

**Camouflage:** Larger armies have a harder time keeping themselves concealed from the eyes of enemies than do smaller armies, so this modifier applies whenever the army might be discovered by scouting (see **Scouting and Camouflage** page 73).

**Army Challenge Rating (ACR):** This functions as described in Chapter 4 of *Pathfinder Roleplaying Game Ultimate Campaign*.

## RECRUITING AN ARMY

The standard rules in *Pathfinder Roleplaying Game Ultimate Campaign* provide a simple system for creating armies: It is simply an option to be taken in lieu of founding a settlement during the Improvement Phase. Use the action, pay the creation cost, and you are done. Your army is created immediately (with the abstracted assumption that you've been spending the month when you take the kingdom action. However,

there are many unanswered or ambiguous questions about army creation, such as the relative costs involved in mustering an army versus simply maintaining it. What follows here are more elaborate rules involving army recruitment, whether using the standard rules or the expanded rules (including Recruitment Edicts and Manpower) described in Chapter 1.

**Standard Rules:** Creating an army as part of your Improvement Edict requires a Loyalty check, with a penalty equal to the ACR of the army you intend to create. If successful, you must spend BP equal to twice the army's ACR in order to create the new army. The army must be created in one of your Forts or in a settlement with a Barracks (for armies of up to 100 soldiers) or in a settlement with a Garrison (for armies of 100 or more). The army is not successfully created if the Loyalty check is unsuccessful, your efforts at recruitment still cost your kingdom a number of BP equal to 1/2 the ACR of the army you intended to create (rounding up). However, your efforts are not wholly wasted, as you gain a +5 bonus to your Loyalty check to recruit an army during your following kingdom turn if you try to create one at the same Fort or settlement.

You can also use an Improvement Edict to make adjustments to an existing army, which does not require a Loyalty check. You can add equipment to an existing army by using your Improvement Edict (as described below in Equipping an Army). You can also expand an army to the next larger army size (see **Table 3-1: Army Size**, page 49) by spending BP equal to the new, larger unit's ACR. An army gaining new soldiers or equipment gains no benefits from them until the end of the month in which the Improvement Edict was issued, as the army must spend that time training with its new additions.

**Ultimate Kingdoms Rules:** Using the Recruitment Edict rules in Chapter 1, you can achieve a more granular and more realistic pattern of recruitment than boiling down the act of recruitment to army formation in specific cities. Instead, you can have your kingdom engage in nationwide recruitment, making one Loyalty check per day, adding its Infamy modifier and an additional bonus equal to the number of BP it spends on recruitment. Your kingdom must spend at least 1 BP each day it recruits, but it is not required to recruit every day of a month in which it issues a Recruitment Edict. Each day that you succeed on your Loyalty check, you attract 1d6 soldiers per BP spent, plus an additional 2d6 soldiers per Barracks and Fort and 4d6 soldiers per Castle or Garrison. If you roll a natural 20 on your Loyalty check, you attract the maximum number of soldiers that day. A failed check means that the minimum number of soldiers arrive (or none, if you roll a natural 1 on this check). You may choose to recruit Elites rather than ordinary soldiers, assuming you have any prerequisite buildings available in your kingdom (such buildings must be in the same city district as a Barracks, Castle, or Garrison); however, each check brings only 1/4 the normal number of soldiers (rounding down).

**Recruits:** Once people are recruited, they are considered recruits but are not yet an army. The kingdom's Consumption increases by 1 for every 100 recruits (or fraction thereof) it supports, and recruits count against the kingdom's Manpower limit. Recruits that will not be used as reinforcements to an existing unit or used to form a new unit can be kept at the improvement where they were recruited in anticipation of adding further recruits in the future or they can be sent home to avoid paying Consumption or to decrease the kingdom's Manpower load.

**Reinforcements:** Recruits can be added to an existing army that has been bloodied. As described above, they can also be added to an existing unit to increase it to the next larger army size (see **Table 3-1: Army Size**). Whether replenishing a bloodied army or expanding a healthy army, the new recruits provide no benefit to the army until the end of the month in which the recruits were added.

**Training:** Once a sufficient number of soldiers has been attracted, you can begin forming them into one or more armies or units, spending a number of BP equal to twice the ACR of each unit (plus any modifiers for equipment) to create the unit. At this point, the army or unit must train until the end of the next kingdom turn after the Recruitment Edict was issued, at which point another Loyalty check is required with a penalty equal to the new army or unit's ACR. If the check succeeds, the army is ready for duty. If it fails, the unit's training is incomplete it must wait until the following kingdom turn to attempt another Loyalty check (with a cumulative +2 bonus for each check after the first), spending BP equal to its ACR each month. Once the Loyalty check is successful, the unit is ready for battle.

**Recruiting Mercenaries:** Rather than conscripting or recruiting its own citizens to fight, a kingdom can hire mercenaries to fight its battles on its behalf. Mercenary armies come ready-trained and usually have their own equipment, though smaller mercenary bands may be seeking employment in the hope of making enough money to truly establish themselves. The BP cost of recruiting a mercenary army is reduced by half compared to recruiting a citizen army, and mercenary armies do not count against the kingdom's Manpower limit or its command limit on how many armies it can field. However, mercenaries demand to be paid in cash for the duration of their employment. A typical fee is 100 gp times the army's ACR every week; this fee is in addition to the kingdom paying the BP cost for their consumption.

Mercenaries can be recruited unequipped, arming as the kingdom wishes and at their expense. They may also be hired with their own equipment, but in which case they will charge a fee of 100 gp times the BP value of their equipment each month (each year if a reserve army). Healing potions for a mercenary army must be bought with BP.

TABLE 3-2: EQUIPPING AN ARMY

ARMY EQUIPMENT	COST	MELEE	RANGED	DV	MOVEMENT	REQUIRES
<i>Armor, Heavy</i>	8 BP	-	-	+2	-1	Smith, Tannery
<i>Armor, Magic</i>	16 BP	-	-	+11	-	Smith, Magic Shop
<i>Armor, Medium</i>	2 BP	-	-	+1	-1	Smith, Tannery
<i>Chariots, Heavy</i> <sup>M,2</sup>	15 BP	+2	+0	+1	as mount -1	Smith, Stable
<i>Chariots, Light</i> <sup>M,2</sup>	9 BP	+1	+0	-	as mount	Smith, Stable
<i>Firearms</i> <sup>2</sup>	16 BP	-	+1	-	-	Exotic Artisan, Smith
<i>Howdahs, Heavy</i> <sup>M,2</sup>	20 BP	-	+1	+2	as mount -1	Exotic Artisan, Stable
<i>Howdahs, Light</i> <sup>M,2</sup>	12 BP	-	+0	+1	as mount	Exotic Artisan, Stable
<i>Mounts, Heavy</i> <sup>M</sup>	10 BP	+2	-	-	as mount	Stable
<i>Mounts, Light</i> <sup>M</sup>	6 BP	+1	-	-	as mount	Stable
<i>Potions, Healing</i>	4 BP	-	-	-	-	Alchemist or Temple
<i>Potions, Magic</i>	8 BP	-	-	-	-	Alchemist, Caster's Tower, Sacred Grove, or Temple
<i>Shields</i>	1 BP	-	-	+1	-	Smith or Tannery
<i>Shields, Magic</i>	16 BP	-	-	+11	-	Smith, Magic Shop
<i>Siege Weapons, Light</i> <sup>2</sup>	5 BP	-	+1	-	-1	Exotic Artisan
<i>Siege Weapons, Heavy</i> <sup>2</sup>	15 BP	-	+2	-	-2	Exotic Artisan
<i>Siege Weapons, Close</i>	10 BP	+1	-	+1	-2	Exotic Artisan
<i>Weapons, Magic</i>	24 BP	+2	+2	-	-	Smith, Magic Shop
<i>Weapons, Ranged</i> <sup>2</sup>	1 BP	-	+0	-	-	-
<i>Weapons, Reach</i>	1 BP	-	-	+13	-	-
<i>Weapons, Superior</i>	4 BP	+1	+1	-	-	Smith

<sup>M</sup> An army with mounts has double the normal Consumption cost (triple normal for chariots and howdahs), as the mounts must also be provisioned. In addition, the cost to equip an army with mounts with Medium or Heavy Armor is increased by 50% to provide barding for the mounts.

<sup>1</sup> The DV bonus for magic armor can be applied to ordinary armor but also stacks with Medium and Heavy Armor. The bonus for Magic Shields also stacks but requires Shields.

<sup>2</sup> An army with Ranged Weapons increases its Consumption by 1 (by 1d4 if using Firearms or Heavy Siege Weapons) during any week in which it participates in a battle.

<sup>3</sup> This DV bonus applies only against armies with mounts or armies that are not already engaged with you. An army cannot use both Reach Weapons during any Battle Phase in which it uses Ranged Weapons or Shields.

Recruiting a mercenary army functions much like recruiting a normal army; however, the kingdom also must make an Economy check against the same DC any time it makes a Loyalty check as part of the recruitment process.

## EQUIPPING AN ARMY

Girding an army for battle is an expensive endeavor. At the time an army is created, as a default it is assumed to possess simple melee weapons and light armor, often homemade or improvised from equipment normally used in farming, crafts, or trades. Gear can be upgraded at any time after the unit is created, assuming the army is in the same hex as a settlement containing a building of the appropriate type. However, each time gear is changed for an army after creation, the army must undergo training with their new gear. This takes one month, and until training is completed the army gains no benefit from its new equipment.

**Cost:** This listed BP cost on Table 4 should be multiplied by the **Equipment** modifier on Table 3 above for army.

**Chariots:** These wheeled conveyances are driven into combat, drawn by a team of war-trained beasts of burden and bearing one or more warriors into battle.

**Chariots, Heavy:** These combat vehicles are stout and sturdy, drawn by a team of two heavy or four light mounts. Heavy chariots are usually armor-plated to give cover to a pair of armed passengers. The chariots themselves are typically spiked and bladed for scything through enemy formations.

**Chariots, Light:** These combat vehicles are lightweight and fast, each drawn by a single heavy mount or a pair of light mounts, usually with a single driver and a bow-armed rider. Bladed hubs cut a bloody path through creatures approaching a moving chariot's flanks.

**Healing Potions:** Armies with healing potions can use the Magical Healing command boon on themselves

on a one-time basis. Unlike most equipment, training time is not required to use healing potions. Once used, they must be replaced before being usable again.

**Howdah:** Howdahs are special saddles and battle platforms used by smaller creatures to ride much larger creatures (more than one size category larger) into combat. The base army is considered to be the unit on which the howdahs are mounted, and its CR is used to determine the ACR of the army in Melee situations. A unit with howdahs can make ranged attacks; however, the larger and generally much stronger creature bearing the howdah is not the creature making those ranged attacks, so its base CR is not used to determine the howdah army's ranged OM (unless the base creature is a dragon, manticores, or similar creature with its own powerful ranged attack).

Instead, its OM for ranged attacks is based on the CR of the creatures riding in the howdah, which is treated for this purpose (and for the purpose of recruiting, manpower, and effects on the kingdom if these soldiers are killed) as a separate army of smaller creatures but does not have its own separate Consumption, nor does it count against the kingdom's Command Limit. If the mount army is bloodied, defeated, destroyed, disbanded, or routed, the rider army suffers the same fate.

**Howdah, Grand:** Grand howdahs are mounted on creatures three size categories larger than the howdah's riders. A grand howdah carries 10 soldiers, so its OM is determined as an army three size categories larger than the mount army.

**Howdah, Light:** Light howdahs are mounted on creatures two size categories larger than the howdah's riders (such as humans and elephants). A light howdah carries 4-5 soldiers, so the ranged OM of the howdah army is determined as an army two size categories larger than the mount army.

**Magic Potions:** Armies with magic potions can choose any one of the following effects that they can use as a single-use special ability that lasts for the duration of one Battle phase: elemental resistance 10 (choose one), magic weapons, aligned weapons (overcome superior damage reduction), climb (Speed 1), defense (+2 DV), flight (Speed 5), invisibility (+4 Morale check to disengage, +2 Camouflage).

**Magic Weapons:** This equipment benefit applies to both melee and ranged weapons. It overlaps and does not stack with superior weapons (and can be upgraded from superior weapons).

**Siege Weapons:** These function as described in *Pathfinder Roleplaying Game Ultimate Campaign*, but with the following adjustments based on their category.

**Siege Weapons, Close:** These heavy rams, picks, tumbling flails, and battle-wagons can attack only in Melee, and generally are deployed in conjunction with movable mantlets and galleries or even full-blown siege towers.

**Siege Weapons, Light:** These light weapons, including smaller ballistae, catapults, springals, cannons, and mortars must attack from the Ranged zone.

**Siege Weapons, Heavy:** These massive siege engines, like large mangonels, trebuchets, and bombardments can be placed within the Camp zone and still be able to make ranged attacks against enemy forces. They cannot be attacked in return except by other heavy siege weapons or by an army with the Magical Bombardment command boon.

## TRANSFERRING RESOURCES

You may take a purchased resource from one army and give it to an army of equal or smaller size so long as the creatures in the recipient armies can use the resource (for example, improved weapons for a hill giant army are of little use to an army of human zombies). Doing so doesn't cost BP but reduces the Morale of the donating army by 1.

At the GM's discretion, you may divide a resource among several smaller armies, so long as the total number of units in the smaller armies doesn't exceed the number of units in the donating army.

If you disband an army with a resource, you can give that resource to another suitable army, store it for later (such as an army you recruit next year), or sell it for half its BP value.

## MAINTAINING AN ARMY

The standard rules in *Pathfinder Roleplaying Game Ultimate Campaign* predicate the Consumption score of an army upon its ACR, which makes a certain sense in that it reflects the proportional size of larger or smaller armies. However, that logic breaks down when the Consumption required by one army of 100 human 7th-level human fighters is vastly different from the Consumption required by an army of 100 1st-level human warriors. True, BP are an abstract concept and can include higher monetary rewards for more skilled soldiers, but if you prefer for Consumption to reflect more the physical upkeep and needs of your armies, you can consider the following alternate rules.

**Abstract Armed Forces:** While not directly represented in the mass combat rules, the monthly Stability checks the kingdom makes to keep the kingdom functioning smoothly assume the existence of ordinary local watch, town guard, city police, and militia patrols throughout the kingdom. These abstract armies have no statistics as such but allow the kingdom to deal with local threats arising from kingdom events and other small-scale disturbances. Abstract armed forces do not affect your Consumption.

**Active Armies:** Most kingdoms do not maintain large standing armies, ready to march into battle at a moment's notice. This is due both to the direct cost to outfit the troops, house them, feed them, and train them, but also because every soldier kept under active arms is a worker not tending to their shops or their crops. Still, a wise kingdom will keep at least some armies ready to fight.

As described under Command Limit, a kingdom can maintain a maximum number of active armies equal to its Loyalty modifier divided by 10, adjusted by the Charisma modifier (and Leadership feat, if applicable) of the kingdom's general. The total number of soldiers in the kingdom's active armies (plus its reserve armies) is determined by its Manpower limit. Active armies can be stationed in any hex your kingdom has claimed (or sent into an unclaimed hex if you wish).

Each active army increases your kingdom's Consumption by 1 for every 25 soldiers or fraction thereof, which must be paid once per week.

**Reserve Armies:** In addition to keeping active armies in the field, a kingdom can maintain any number of reserve armies. Reserve armies do not count against the kingdom's command limit, and soldiers in a reserve army count as only 50% of their actual number in terms of the kingdom's Manpower limit. Once formed, reserve armies must be stationed in a specific improvement, as described below.

**TABLE 3-3: RESERVE ARMIES**

IMPROVEMENT NAME	MAXIMUM SOLDIERS	SPECIAL
<i>Bardic College</i>	50	Bards only
<i>Barracks</i>	50	
<i>Caster's Tower</i>	20	Sorcerers, warlocks, wizards only
<i>Castle</i>	200	
<i>Cathedral</i>	50	Clerics and paladins only
<i>Fort</i>	100	
<i>Garrison</i>	500	
<i>Magical Academy</i>	50	Sorcerers, warlocks, wizards only
<i>Military Academy</i>	100	
<i>Monastery</i>	20	Monks only
<i>Sacred Grove</i>	20	Druids and rangers only
<i>Temple</i>	20	Clerics and paladins only
<i>Watchtower</i>	20	

Any building used to house a reserve army must have a Granary in the same city district. In addition, if a unit has mounts, there must be a Stable in the same city district.

Reserve armies are described under Optional Mass Combat Rules in *Pathfinder Roleplaying Game Ultimate Campaign*. In addition, since reserve armies

spend most of their time going about their daily life and work, usually spending less than a week each month on drill and training. They can be put on active duty at any time; this does not require a kingdom action but does cost BP equal to 1/2 the army's ACR, and Consumption must be paid on a weekly rather than monthly basis. In addition, the army takes a -1 penalty to its OM, DV, and Morale until your next kingdom turn or until it survives its first battle, whichever comes first.

Reserve armies do not increase your Consumption based on the number of armies. Instead, total the number of soldiers in all reserve armies in your kingdom; your kingdom's Consumption increases by 1 for every 100 soldiers or fraction thereof, and this Consumption is paid per month as part of your normal kingdom turn. If you move a reserve army from one base of operations to another, this incurs additional Consumption increase of 1 per 100 soldiers or fraction thereof in that unit for each week or portion of a week in which the reserve army travels.

**Retiring an Army:** You can retire a reserve army in any city where it is stationed. You recover a number of BP equal to 1/2 the army's ACR from the sale of its equipment and increased productivity in that city as workers return to their jobs. You can retire an active army in any city with a Barracks or Garrison, generating BP equal to the army's ACR. A retired army generates no Consumption and its former soldiers no longer count against your kingdom's Manpower limit.

**Supply Lines:** It takes more resources to supply an army when it is away from your supply network. Any time an active army is 10 or more hexes away from your nearest settlement or Fort, its Consumption is increased by 25% per 10 hexes, up to a maximum increase of 100%.



# ARMY SPECIAL ABILITIES

While the mass combat rules in *Pathfinder Roleplaying Game Ultimate Campaign* provide rules for a great many special abilities for creatures and characters alike, that list is far from exhaustive. The list of abilities that could be translated into mass combat equivalents is essentially endless, and this product cannot contain them all, but the following are offered as additional rules to expand the range of possibilities for customizing your armies so that their combat statistics reflect the creatures that comprise them more fully.

**Ability Modifier:** When an army is comprised of a humanoid race with a modifier to its physical ability scores, it affects the combat statistics of the armies they comprise:

**Strength:** The army gains a +1 bonus to OM if its soldiers gain a bonus to Strength, -1 if they have a penalty.

**Dexterity:** The army gains a +1 bonus to OM if its soldiers gain a bonus to Dexterity, -1 if they have a penalty.

**Constitution:** The army gains 1 additional hit point and a +1 bonus to Morale checks to avoid fatigue if its soldiers have a bonus to Constitution, -1 if they have a penalty.

**Ability Damage or Drain (alternate):** When you successfully attack in melee, the defending unit takes a -1d4 penalty to OM and DV for the remainder of the battle.

**Amorphous:** This unit is immune to critical hits in mass combat; when an attacking unit rolls a natural 20 on its attack, they deal normal damage.

**Bane (Inquisitor 5):** Once per day, an army with this ability can gain a +1 bonus to OM, and if the attack succeeds the attack deals an extra 1d3 points of damage. This ability affects only a single attack, even if this army would be eligible to make an extra attack later in the Battle phase, such as against a retreating army.

**Banner (Cavalier 5, Samurai 5):** An army with this ability gains a +1 bonus to Morale checks to avoid routing, and it gains a +1 bonus to OM (or AV) when using any of the following Tactics: Cavalry Experts, Furious Charge, Overwhelming Onslaught, Pursuit.

**Brawlers:** An army whose members possess the augmented critical, rake, or rend abilities gains +1 OM for each ability it possesses when attacking an army with which it is already engaged.

**Breath Weapon:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but the bonus

is +1 per 3 dice of damage (rounding down) that your breath weapon deals.

**Charger:** An army whose members possess the pounce, powerful charge, or trample abilities gains +1 OM for each ability it possesses when attacking an army with which it is not already engaged.

**Climb:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but in addition An army with a climb speed can make melee attacks against armies inside a fortification, becoming engaged with that army with a successful attack (though they take a -1 penalty to DV when engaged in this way). If they successfully attack an army inside a fortification in consecutive Battle phases, they can subsequently attempt to disengage inside the fortification, ignoring its Defense value for the remainder of the battle (but losing the ability to use the Retreat tactic for the remainder of the battle).

**Construct:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but in addition constructs never rout or become fatigued.

**Create Spawn:** If an army with the energy drain ability destroys a living humanoid army of equal or greater size, it may add a new unit of its own type to itself; an army with 5 armies already cannot create spawn.

**Damage Reduction (Greater):** An army gains a +2 bonus to DV per 5 points of DR/chaotic, evil, good, or lawful, or DR/- magic. Attacking armies cannot ignore this bonus unless they have appropriately aligned weapons or natural attacks or if they are attacking with magical abilities that bypass damage reduction.

**Damage Reduction (Improved):** An army gains a +2 bonus to DV per 5 points of DR/bludgeoning, cold iron, piercing, silver, or slashing. Armies with superior weapons or magic weapons ignore this bonus. Attacking armies that have magical weapons or have damage reduction (magic) themselves ignore this, as do magical abilities that bypass damage reduction.

**Damage Reduction (Magic):** This army gains a +2 bonus to DV per 5 points of DR/magic. Attacking armies that have magical weapons or have damage reduction (magic) themselves ignore this, as do magical abilities that bypass damage reduction.

**Divine Bond (Paladin 5):** This army gains either Magical Weapons or Heavy Mounts for one Battle Phase per day. This does not affect the army's Consumption.

**Dwarven Resilience:** An army of dwarves does not have its movement rate reduced when wearing Medium Armor or Heavy Armor and gains a +1 bonus to DV and Morale checks to resist poison and magical effects. The army also gains a +2 DV bonus against armies comprised of creatures with the giant subtype.

**Elven Grace:** An army of elves gains a +1 bonus to Morale checks to resist Magical Trickery and a +1 bonus to scouting checks.

**Endurance (Ranger 3):** An army with this ability gains a +2 bonus to Morale checks to avoid fatigue or endure the effects of extreme climates.

**Energy Drain:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but in addition the attacking army removes 2 points of damage (or Casualties) each time it damages a living army.

**Energy Immunity:** An army with this ability takes no damage from attacks of the energy type to which it is immune.

**Energy Resistance:** An army with this ability gains a +1 DV bonus for each 10 points of resistance. This bonus affects only Breath Weapons, Burn, Magical Artillery, Magical Barrage, and special siege weapon attacks using that energy type.

**Favored Terrain (Ranger 3):** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but an army with this ability also gains a +1 bonus to both Scouting and Camouflage and can use the Living off the Land command boon whenever they are in their favored terrain.

**Ferocity:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but an army with this ability can also attack even when it has taken all of its Casualties (though not if it is destroyed). Creatures with the orc ferocity racial trait or its equivalent also gain this ability.

**Fiendish Boon (Antipaladin 5):** This army gains either Magical Weapons or Heavy Mounts for one Battle Phase per day. This does not affect the army's Consumption.

**Greater Animal Companion (Druid 4, Ranger 7):** The army's animal companions allow the army to attack climbing, flying, or swimming armies in melee, with a -4 penalty to OM. When fighting an army on the ground, the animal companions can serve as Light Mounts without increasing the army's Consumption.

**Greater Favored Enemy (Ranger 5):** This army increases its OM by 2 against an army comprised of one creature type and by +1 against a second creature type. If attacking a mounted army, if this bonus applies against either the mount or the rider's creature type, it applies against that army.

**Greater Inspire Courage (Bard 7):** This army gains a +2 bonus to OM and a +3 bonus to Morale checks to avoid routing. In addition, when they are engaged with an enemy army, any allied army engaged with the same enemy army gains the same bonuses. They also share these bonuses with any allied army using the Screening Defense tactic to protect them (or vice versa).

**Halfling Luck:** An army of halflings gains a +1 bonus to all Morale checks.

**Improved Uncanny Dodge (Barbarian 5, Rogue 8):** An army with this ability negates any bonuses an attacking army would gain from any of the following Tactics: Expert Flankers, False Retreat, Pincer Maneuver.

**Light Blindness:** An army of creatures with this special quality take penalties in bright light (see **Visibility**) as other creatures would take in darkness.

**Light Sensitivity:** An army of creatures with this special quality take penalties in bright light (see **Visibility**) as other creatures would take in dim light.

**Marksmanship (Gunslinger 7, Ranger 6 (with Improved Precise Shot), Fighter 4 (with Precise Shot and Weapon Focus and Weapon Specialization with a ranged weapon)):** An army with this ability ignores up to 2 points of Defense bonus that a defending army gains from terrain or fortifications. If shooting at an enemy army engaged with a friendly army, you never inflict friendly fire damage.

**Mercy (Paladin 3):** An army with this ability can remove fatigue from itself when it heals itself with lay on hands.

**Orcish Ferocity:** An army of half-orcs or orcs gains the Ferocity special ability and gains a +1 bonus to opposed Morale checks when fighting an unit that has taken more casualties than they have.

**Paralysis:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but it also reduces the Movement of the target army by 1. If movement reaches 0, the target army can continue to fight but cannot move, disengage, retreat, or withdraw, nor can it prevent enemy armies from disengaging or attack them when they do. The effects of paralysis can be removed by the Magical Healing ability. In addition, an army can attempt a Morale check at the beginning of the next Rout phase to reduce the penalties caused by paralysis by 1.

**Petrification:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, and as the Paralysis ability above, but this effect cannot be removed by Magical Healing.

**Resolve (Samurai 2):** Once per battle, an army with this ability can remove the fatigued condition from itself or can reroll any Morale check.

**Smite Evil (Paladin 1):** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but in addition when this ability is used this army's Melee attack ignores any damage reduction if the defending army is evil. This ability can be used in only one Melee phase per day.

**Smite Good (Antipaladin 1):** This functions identically to Smite Evil, as described both here and in *Pathfinder Roleplaying Game Ultimate Campaign*, but with an enhanced effect against good creatures.

**Sneak Attack (Ninja 1, Rogue 1):** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but this army can also use this ability in conjunction with the Pincer Maneuver Tactic and the Wolves in the Fold Command Boon. In addition, on a successful attack when using this ability, the attack deals an additional +1 point of damage for every 2 levels of the ninjas or rogues in the army over 1st.



**Spell Resistance:** This army gains +1 DV and a +1 bonus to Morale per 5 points of spell resistance, but these bonuses apply only when an attacking army uses the Magical Advantage, Magical Barrage, or Magical Trickery command boons.

**Spellcasting:** An army comprised of spellcasters or creatures with spell-like abilities can make use of the Magical Advantage, Magical Barrage, Magical Healing, Magical Protection, or Magical Trickery command boons, provided its members have spells or spell-like abilities of the appropriate type to qualify for each boon; they do not need a leader to grant those boons.

**Touch Attack (Gunslinger 1, most spellcasting classes 1):** An army able to make melee or ranged touch attacks ignores any DV bonuses provided by Medium Armor, Heavy Armor, or Shields.

**Track (Ranger 1):** An army with this ability gains a +1 bonus to its Scouting score.

**Trackless Step (Druid 3):** An army with this ability gains a +1 bonus to its Camouflage score.

**Trip:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but the defending army also takes a -1 Movement penalty until the end of the current Battle phase.

**Uncanny Dodge (Barbarian 2, Rogue 4):** If an army with this ability is ambushed, the attacking army must resolve the attack as a normal attack. An army with this ability is unaffected by Feint tactics.

**Vortex:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but this ability functions as Paralysis only if the attacking army chooses to remain engaged with the defending army. An army with this ability gains +1 OM against swimming or shipboard armies and can automatically disengage from them after attacking in melee, and automatically succeeds at opposed checks to retreat or withdraw. An army with vortex can also attack two swimming or shipboard armies in the same Battle phase, making separate Melee attacks against each and dealing half damage with each attack. The Screening Defense tactic is ineffective against an army with the vortex ability.

**Whirlwind:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but this ability functions as Paralysis only if the attacking army chooses to remain engaged with the defending army. An army with this ability gains +1 OM against flying armies and can automatically disengage from any army after attacking in melee, automatically succeeding at opposed checks to retreat or withdraw. An army with the whirlwind ability can also attack two armies in the same Battle phase, making separate Melee attacks against each and dealing half damage with each attack. The Screening Defense tactic is ineffective against an army with the whirlwind ability.

**Wild Empathy (Druid 1, Ranger 1):** An army with this ability gains a +1 DV bonus against armies that include animals, including animals with mounts.

**Woodland Stride (Druid 2, Ranger 7):** An army with this ability ignores penalties from rough terrain (see Terrain) comprised of plants, undergrowth, and trees.

## ADVANCED WARFARE

Simply placing every army on the field in a mass melee accomplishes the basic goal of simulating a battle but does not necessarily offer you a very dynamic play experience. Those who want more options and a more immersive simulation can use the following rules, which while more detailed than those presented previously, are nonetheless still an abstraction, not a highly detailed miniatures wargame. They are intended as a supplement to the ordinary careers of adventuring leaders, not a replacement for it, providing a mass combat system that can be easily played out during the course of a single game session (or even just part of a session), even with complex battle scenarios, without having to derail the entire campaign.

## BATTLE ZONES

A battlefield has three primary zones. These zones are abstract rather than geographic and represent where armies are in relation to one another. An army may begin a Battle phase in the Ranged zone, but if an enemy army advances and engages them, they are now considered to be in the Melee zone even if they have not actually moved. If the army attacking them is destroyed and no other army engages them, they return to the Ranged zone.

It is perhaps easiest to think of these zones as concentric circles, with the Melee zone at the center, surrounded by the Ranged zone, with the Camp zone beyond it. A line down the center of the circle divides it in half, with one army's forces in its Melee, Ranged, and Camp zones and its enemy's forces in theirs.

**Camp Zone:** This represents an army's base of operations, which may be a temporary bivouac or a permanent fortification. Armies in the Camp zone cannot participate in a battle unless enemy armies move into the Camp zone. Generally speaking, armies cannot enter their enemy's Camp zone as long as the enemy has active armies in the Melee or Ranged zone.

**Command Zone:** This is the area where the army's commanders direct the flow of battle. This area is generally considered part of the Camp zone and cannot be directly attacked as long as the active armies are present in the Melee and/or Ranged zones.



**Ranged Zone:** This represents the back lines of an army on the field, with forces either arrayed to engage in ranged combat or simply to hold in place in reserve.

**Melee Zone:** This represents the front lines of any battle, where forces meet in close and brutal combat. Armies in the Melee zone can be attacked with melee or ranged attacks.

## STRATEGY

At the beginning of a battle, each side must decide upon its overall strategy for the battle, not in terms of the precise maneuvers that will be used but more in terms of her philosophy about how the battle is to be conducted. Selecting a strategy applies to all armies and armies under the general's command; while individual armies may have their own specialized tactics that define how they carry out the overall strategy, that one strategy guides all of their actions on the battlefield.

During each Tactical Initiative phase, the commanding general for each side can try to alter the strategy her forces pursue, adjusting it by one step in either direction without needing to make a Morale check. A general can attempt to shift strategy to a greater degree, but this is difficult for all but the most highly trained armies, requiring a Morale check with a penalty equal to the number of steps by which strategy is being shifted. If the check fails, the army's strategy changes one step in the desired direction, but the army is thrown into disarray for the remainder of that Battle phase, resulting

in a penalty to OM and DV equal to the number of steps the general attempted to shift their strategy.

This strategy rule replaces the standard Strategy track and rule in the original mass combat rules.

**TABLE 3:4: STRATEGY**

TYPE OF STRATEGY	OM	DV	CASUALTIES
<i>Hold Firm</i>	-4	+4	-2
<i>Cautious Advance</i>	-2	+2	-1
<i>Standard</i>	-	-	-
<i>Aggressive Attack</i>	+2	-2	+1
<i>All-Out Assault</i>	+4	-4	+2

The Casualties modifier applies to damage dealt by you and damage dealt by your enemies, including damage from failed attacks and *friendly fire*. This number was reduced to eliminate the doubling effect in the published rules caused by adding an additional modifier to damage when the existing modifiers to OM and DV already directly adjust damage (since damage equals  $1d20 + OM - DV$ , plus other modifiers that apply).

## BATTLE PHASES

Each round of a battle is split into several phases, with a typical Battle phase taking a total of  $1d6$  hours.

**Tactical Phase:** Each round of combat, the overall army commander can shift the overall **strategy** that all forces under her command will follow. In addition, each unit commander can decide what special **tactics** their

unit will use to implement that strategy. These choices must be made before tactical initiative is determined.

*Ranged Phase:* During this phase, any army or unit that is not engaged with an enemy force can make a ranged attack (assuming it has ranged weapons or other capabilities enabling ranged attacks to be made).

*Melee Phase:* During this phase, armies move together and engage in melee combat, using a variety of special tactics to outmaneuver and destroy their opponents.

*Rout Phase:* After resolving ranged and melee combat for the round, each surviving unit must succeed at a Morale check to sustain its will to fight.

## TACTICAL PHASE

The secret of success for many battlefield commanders lies in their ability to read a battlefield and gauge the intentions of their opponent, which may be by intercepting signals, gauging the importance of troop positioning and favorable or unfavorable ground, and being able to disguise their own intentions until their enemy has revealed their own. One way to reflect this in conducting a mass battle is through the use of **Tactical Initiative**. Each commander makes an Intelligence check (representing tactical knowledge), and whichever commander rolls lowest on their check must reveal their strategy first. A commander with a higher check can change his strategy in response to his opponent's, though moving strategy more than one step on Table 1 requires a Morale check to perform smoothly.

In addition, to forcing his enemy to reveal his strategy first, if one commander's check exceeds his opponent's by 5 or more, he can either force his enemy to reveal one **tactic** or he can change one of his own army's tactics for every 5 points by which his check exceeds his opponent's. The commander can choose which army he wishes to learn about; if that army has more than one tactic available, it must reveal the tactic it is using during this Battle phase. Regardless of the result of your check, you can reveal only one tactic per enemy army or change one tactic for each of your armies; any excess is lost. Command boons and creature special abilities are not revealed by winning tactical initiative.

Actual combat is effectively simultaneous, so going first is irrelevant and enemy armies can destroy each other in the course of a combat round. Even so, an army gains a +1 OM bonus whenever it attacks an enemy army with a lower tactical initiative check.

## RANGED PHASE

During the ranged phase, two armies are arrayed near one another but have not yet advanced to commence the battle in earnest. During this phase, armies cannot attack in melee but can attack with ranged weapons or other abilities that allow them to attack at a distance. During the ranged phase, each army can **attack**

(provided it has the ability to attack at range), **advance** (move up to engage the enemy in close combat), or **hold** (remain in place, neither attacking nor advancing). An army that advances can then attack in the Melee phase. Armies that do not advance cannot attack in the Melee phase unless they themselves are attacked by an enemy unit that advances.

Some battlefields contains impassable barriers between armies, such as a river, cliff, or even a city wall or similar fortification. In this situation, armies may be unable to **advance** during the Ranged phase unless they have some means of circumventing the barrier. If you are using the simplified published rules, an army inside a Fort, Watchtower, or fortified settlement with City Walls and/or a Moat does not count as having an impassable barrier between itself and enemy armies; instead, the Defense value of the fortification is considered to represent the difficulty of approaching to attack. Armies may remain at range and attack with ranged weapons, but armies using the advance action are considered to be attempting to scale the walls or otherwise assault the fortifications in such a way as to threaten the safety of the defending army.

Resolving a ranged attack is described under Attacking and Taking Damage in the Simple Mass Combat rules above.

*Friendly Fire:* When an army makes a ranged attack against an enemy army that is engaged with one of your armies, it has a 25% chance of dealing 1d6-3 points of damage to the allied army regardless of whether its attack is successful. If your ranged attack roll is a natural 1, your allied army automatically takes 1d6-3 points of damage, while on a natural 20 your allied army never takes damage from friendly fire. An army taking damage from friendly fire loses 1 point of Morale.

## MELEE PHASE

Once an army has advanced upon the enemy, the Melee phase begins. Each army resolves its attack as described in the Simple Mass Combat rules above, but after each army has attacked once the Melee phase does not repeat. Instead, after resolving all attacks each army proceeds to the Rout phase described below, and as long as at least one army on each side survives without being routed, the battle enters a new round, with a new check to determine Tactical Initiative, as described in the Tactics phase above.

## ROUT PHASE

Once an army has advanced upon the enemy, the Melee phase begins. Each army resolves its attack as described in the mass combat rules, but unlike in the published rules after each army has attacked once the Melee phase does not repeat. Instead, after resolving all attacks each army proceeds to the Rout phase, with each surviving army making a Morale check with a DC of 10 plus 1

for each allied army that has been destroyed or routed from the field. If this check succeeds, the army may continue the fight undaunted. If the check fails, the army's Morale score is reduced by 1d4. If this reduces the army's Morale to zero, you must make a Loyalty check. If successful, the army remains intact with its Morale reset to 1 and the army routs, fleeing from the battlefield. If the Loyalty check fails, the army disbands. A cumulative -5 penalty applies to each Loyalty check for this purpose after the first that each side makes during a battle.

**Routed Armies:** A routed army is forced to flee the battlefield and cannot attack. Any one army engaged with it can make a free Standard or Volley attack against the routing army. After this attack is resolved, the army's commander must make an opposed Intelligence check with a -4 penalty against the commander of the engaged army that made the attack, with each commander adding the forced march speed of each of his armies to this roll (making it advantageous to use cavalry or other fast armies to attack routing armies). If the fleeing army wins the check, it is able to disengage and escape from the battlefield to its Camp zone. If the enemy army's check is higher, the routing army disengages but is forced to remain on the battlefield in the Ranged zone.

**General Retreat:** At the end of any Rout phase, a commander can sound a general retreat, ordering all of his armies to fall back and leave the battlefield. This functions like the Retreat tactic but can be performed even by armies that have already attacked in the Battle phase; however, retreating armies take an additional -2 penalty to their Morale check to disengage from enemy armies. In addition, when a General Retreat is ordered, any enemy army that is not engaged with one of your retreating armies can make one Volley ranged attack against any retreating army of its choice.

**Mercenaries:** When a mercenary army's Morale drops to 1, or when they have lost more than half of their hit points, they must make a Morale check to avoid routing. A kingdom takes no penalties when a mercenary army disbands or is destroyed.

## BLOODIED, DEFEATED, DESTROYED, AND DISBANDED ARMIES

In battle, armies almost never fight until the last soldier is killed. While iconic, this is simply not a normal reality of warfare. When one army is clearly beaten and its cause is lost, it loses the will and the ability to fight long before the point of annihilation.

**Bloodied Armies:** An army that is reduced below half its hit points during any battle, whether its side is ultimately victorious or not, becomes bloodied. A bloodied army has lost a substantial number of its soldiers to death or permanent injury, and no amount of rest, recovery, or even magical healing can bring the unit up to its full fighting strength. A bloodied army is treated as though its ACR is 1 less than normal for all purposes. This reduction applies each time it has been bloodied, and the effects stack for the purpose of determining the unit's OM, DV, maximum hit points, and all other game effects except the army's Consumption. The bloodied condition can be removed only by reforming the army (as described in **Optional Mass Combat Rules** below) or by replenishing the army with new recruits (see *Recruiting an Army*).

**Defeated Armies:** An army reduced to 0 hit points is defeated and can take no further actions in the battle, but it can be taken prisoner or massacred by its enemies following the battle, attacked in spite of their surrender in the midst of battle, or recovered, reformed, and restored to fighting strength by its allies after the battle ends (see *Victory and Aftermath*). A defeated unit typically has 10% of its number dead, and 1d4 x 10% of its number wounded and unable to fight, the rest simply too physically exhausted or emotionally shaken to continue fighting.

**Destroyed Armies:** If a defeated army is attacked before the battle ends, it takes a -2 penalty to its DV. If successfully attacked by an enemy army of at least half its size, the defeated army is instead destroyed and ceases to exist as a fighting force. In a destroyed unit, the dead number 1d6 x 10% of the army's soldiers, with 1d4 x 10% wounded, and the remainder simply surrendered or deserted.

When an army is destroyed, the country for which it fought loses 1 point of Fame. In addition, there is a 25% chance that the city where the army was recruited (with an Improvement or Recruitment Edict) has a Building Demand event during the next kingdom turn, demanding a Monument to be erected as a memorial to the fallen. This is in addition to any other kingdom events that may occur.

**Disbanded Armies:** When an army is reduced to zero Morale and fails a Loyalty check, it not only routs from the battlefield but actually ceases to exist as a fighting force, disintegrating in a combination of flight and surrender. When an army disbands, 50% of



its number is permanently deducted from the kingdom's population, as those soldiers desert their country and flee for safer lands where their shame will not follow them. The other 50% of the soldiers filter back into the population of their kingdom.

When an army disbands, all allied armies take a -1 penalty to Morale checks for the remainder of the battle; this penalty is cumulative if more than one army disbands. When an army disbands, the kingdom for which it fights takes a permanent -1 penalty to Fame, Loyalty, and Stability and the city where the army was recruited (with an Improvement or Recruitment Edict) takes a permanent -2 penalty to Law.

If a unit disbands while you are at war (rather than, for example, disbanding because of lack of pay or training during peacetime), your enemy gains a one-time reduction in its consumption for any one unit within one hex of the disbanded unit equal to 1/2 the disbanded unit's ACR; if this amount exceeds your unit's Consumption, any excess is lost. However, if you use an Improvement Edict or Recruitment Edict to create a new army in a Fort or settlement within 3 hexes of the site of the enemy army's desertion, you gain a one-time bonus to your next Loyalty check to recruit that army as you take advantage of disaffected deserters from your enemy who have turned to your side.

## ENGAGEMENT

When an army attacks another in melee, the armies become engaged even if the attack fails. Engaged armies are caught up in the thick of the fighting, seething together in a mass of bodies, blades, and blood. Once armies become engaged, neither can leave the battlefield until one or both armies are defeated, destroyed, or routed from the field, or until one side performs a successful Retreat, Withdrawal, or similar tactic that allows it to disengage from its enemies and those enemies either cannot or choose not to pursue them.

## FATIGUE

An army that becomes fatigued takes a -1 penalty to OM and DV and cannot use the Furious Charge or Overwhelming Onslaught tactics. If an army engages in an activity that causes it to become fatigued when it is already fatigued, it becomes exhausted instead. Its penalties to OM and DV increase to -3 and its movement is halved, and it cannot use the Cavalry Sweep, False Retreat, Pincer Maneuver, Pursuit, Skirmishers, or Strafing Skirmishers maneuvers. If an army performs an action that would cause it to become fatigued when it is already exhausted, the army takes 1d4 damage.

To remove fatigue, an army must retreat or withdraw from the battlefield and remain away from the battle for at least 2 Battle phases; each Battle phase after the first that it spends resting, it may attempt a Morale check to recover from its fatigue. If a battle ceases for at least 8 consecutive

hours, armies on both sides can attempt a Morale check to recover from fatigue. If a unit is exhausted, making one Morale check to recover improves its condition to fatigued. The army can attempt an additional Morale check for each Battle phase it continues to rest away from the battlefield (or each 8 hours when no battle occurs) to remove the fatigued condition.

## HEALING AFTER BATTLE

An army that remains on the field or is able to retreat from it without being defeated (i.e., reduced to 0 hit points) can rest for 1 hour in order to regain hit points equal to 1/2 its ACR and automatically reduces the exhausted condition to fatigued. If the army can rest for 8 additional hours without interruption, it regains hit points equal to its ACR and automatically removes the fatigued condition. Thereafter, an army heals hit points equal to its ACR for every 24 hours of complete rest. Armies that are marching, guarding prisoners, or performing other light-duty tasks heal half the normal amount of hit points (rounding down). Armies that engage in a battle or that take damage from a forced march do not heal at all.

An army that has been defeated but is able to exit the battlefield regains 1 hit point after 1 hour of rest. After this time, it can again function as an army, including using the healing rules described above. An army that has been destroyed or disbanded cannot heal. The Magical Healing command boon or Healing Potions resource doubles the number of hit points regained by one army during the first hour of its rest (or allows a defeated army to regain hit points equal to half its ACR after 1 hour of rest).

**Disease:** One of the great killers in war throughout history has been disease. Germs have often killed far more than blades, bullets, and bombs combined. A combination of injury, exhaustion, poor sanitation and diet on the campaign trail, frequently inadequate medical supplies, abundant carrion and garbage and vermin feasting upon both with equal relish, and the simple proximity of so many people in confined spaces make battlefields an ideal medium for the growth and spread of contagion.

Whenever your armies finish a battle, whether victorious or not, make a Stability check for the kingdom with a penalty equal to the number of your armies that was bloodied plus the number of enemy units taken prisoner. You gain a +2 bonus to this check for each commander with your army that can provide Magical Healing and for each Healing Potion you expend after the battle (those consumed during the battle do not affect this check). If your armies are within 2 hexes of any of your settlements, you gain an additional +1 bonus for each Alchemist, Herbalist, and Temple, +2 for each Cathedral, and +4 for each Hospital in that settlement (or those settlements, if more than one).

If this check fails, one of your armies becomes infected. This army should be chosen at random from

those who took any damage during the battle, even if that damage was later healed. Infected armies are treated as fatigued (or exhausted, if already fatigued) and become *bloodied* by this infection. You must repeat the Stability check with the modifiers noted above once per week. If the check succeeds, you army recovers and is no longer infected, though it is still bloodied and must be reinforced. If the check fails, another army chosen at random from those damaged in the battle becomes infected. If multiple armies are infected, each successful check cures only one army. If all infected armies do nothing but rest and recuperate in a settlement or Fort, you gain a +2 bonus to the Stability check. If infected armies are forced to fight, you take a -2 penalty to that week's Stability check for each army that fights.

If you roll a natural 1 on any Stability check to avoid or alleviate infection, the contagion is carried back to the nearest of your settlements to the battlefield (or to where the infected armies are being kept during their recovery), and during your next Kingdom turn that city experiences a Plague kingdom event, as described in Chapter 1 under *Events*).

## PARLEY

Once per battle, at the beginning of any Battle phase, the commander of either army may ask for parley, a meeting under a flag of truce with a spokesperson for the opposing side. You must use this maneuver before any army has attacked in the Battle phase. The commander asking for Parley must make a Charisma (Intimidation or Persuasion) check opposed by the Charisma (Intimidation or Persuasion) check of the opposing general. When using Persuasion, the commander adds his nation's Fame score to this check. When using Intimidation, the commander adds his nation's Infamy score instead. Each commander chooses which skill to use and need not choose the same skill. A commander takes a -1 penalty for each unit under his command that has been defeated or routed, -2 for each that has been destroyed. If your check equals or exceeds the opposing general's, you can force them (or their representative) to come forth and meet you under a temporary truce to discuss terms of surrender or withdrawal from the field, to offer a challenge of champions or other contest, to exchange hostages or negotiate ransom, or simply to taunt and bluster at one another. Armies normally do not attack during the Battle phase when a Parley occurs, though they may use command boons or disengage from enemy armies or perform other actions that are not attacks. If a unit does attack during a Parley, the kingdom whose army it is gains +1d4 Infamy, and each unit that attacks loses 1 point of Morale. In addition, your armies gain a +1 bonus to OM and on opposed Morale checks against any army that attack during the Parley for the remainder of the battle.



## VICTORY AND AFTERMATH

Once all armies but those belonging to one side have been eliminated, whether defeated, destroyed, disbanded, routed, or retreated from the field, that army is victorious.

**Fighting in the Command Zone:** Once the active armies of one side have been swept from the Melee and Ranged zones, that army's Command zone is considered overrun and the commanders of that army can be captured or killed. You can resolve the overrun of an army's Command zone in several ways.

**Combat:** The leader(s) of your army can engage in direct character-to-character combat with the leader(s) of the enemy army. This plays out using the standard combat rules in the *SRD*, but leaders from the victorious army gain a +2 bonus to attack rolls, saving throws, skill checks, and initiative for the duration of this combat. Your armies generally do not participate directly in this kind of confrontation, as they are assumed to be securing the area and taking junior commanders and soldiers into custody while the major PCs and NPCs fight. If an NPC leader ends a round of combat at less than half his or her hit points, there is a 50% chance per round that the leader surrenders.

**Execution:** If a commander or other significant leader is captured, the leaders of the triumphant army have the option to publicly execute that leader. If that leader is a player character, they should generally be allowed the chance to escape execution by playing out a normal combat encounter; however, if they have already been overcome and rendered helpless in normal combat, execution may be their fate. NPC leaders are killed automatically if the victorious leader calls for execution. Being killed in combat is not considered an execution, nor is a leader choosing to commit suicide; a leader must be slain as a helpless captive (usually by a coup de grace) to be treated as an execution.

Executing an enemy leader earns +1 Infamy for the kingdom whose army performs the execution if the executed character is a kingdom leader (+2 if they are the ruler). If you execute all leaders you capture in a battle, rather than just one, you earn double the Infamy modifier for the highest-ranking leader you execute. Executing ordinary military commanders that are not kingdom leaders does not affect a kingdom's Infamy.

**Ransom:** Rather than being executed or kept as a captive, in many cultures it is commonplace to offer up leaders captured in battle (including those whose armies have been destroyed, even if their side later won the battle) may be offered up for ransom. A usual ransom demand is 1 BP times the captive leader's character level for a kingdom leader. This ransom demand is halved for a leader that does not have a leadership role in the kingdom (i.e., an ordinary military commander) but is doubled if the captive leader is the kingdom's ruler.

These ransom demands typically include only the ransomed person and a noble or royal outfit of ordinary clothing, though the leader's captors can of course return any additional items they choose. If double the normal ransom is paid, the ransomed character's goods are returned along with them. At the GM's option, individual items may also be ransomed separately; if the captors are unaware that an item is magical or unaware of the nature of their enchantment and its market value, they may demand only the sale price of an item of its type, or an entirely arbitrary ransom amount for items of significance that may not correlate to their monetary value; for example, their ransom for the royal crown is not required to be equal to its sale price as a piece of jewelry.

Offering to return leaders that you hold captive in exchange for a ransom is considered a mark of honor and gains your kingdom +1 Fame for a kingdom leader, +2 Fame for a ruler. You gain an additional +1 Fame if you offer to ransom all leaders you capture in a battle (assuming there is more than one). If you pay a ransom to recover your leaders, you lose an amount of Fame for your own country equal to what the captor's kingdom gains; however, you gain an equivalent bonus to Loyalty, as your subjects appreciate the lengths to which the kingdom will go to reclaim its own.

**Manpower Attrition:** Having soldiers captured or killed in battle (or deserting from the field) has a significant impact on the health and vitality of a kingdom. Soldiers killed or captured in battle still count against a kingdom's available Manpower for 1 year. When an army is bloodied, 10% of its soldiers are counted as killed.

Wounded soldiers from an army that has been defeated or destroyed count against a kingdom's available Manpower for 1 month. When an army is bloodied, 10% of its soldiers are counted as wounded.

When an army disbands, 50% of its soldiers desert the kingdom and count against its Manpower for 1 year. The other 50% survive and count against the kingdom's Manpower for 1 month.

In addition to the effect on army recruitment itself, losing large numbers of soldiers has a detrimental effect on the livelihood of the kingdom away from the front lines. For every 500 soldiers a kingdom loses in battle to death, capture, or desertion (i.e., anything that counts against the kingdom's Manpower for 1 year), the kingdom takes a permanent penalty of -1d4 to Economy, Loyalty, and Stability.

**Fame and Infamy:** The kingdom of a victorious army gains a +1 to either Fame or Infamy when all enemy armies are defeated, destroyed, disbanded, routed, or retreated from the field. This bonus is increased by +1 if a Fort or settlement is captured and occupied, and the bonus is doubled if the victorious army is able to triumph while losing no more than 1 army (or unit). The kingdom of an army on the losing side in a battle loses 1 point of Fame (2 points if it allowed a Fort or settlement to be captured by enemy forces), and this loss of Fame is doubled if in defeat they failed to defeat, destroy, disband, or rout more than one enemy army (or unit).

**Morale:** Success and failure on the battlefield obviously has a significant impact on the Morale of the surviving armies involved. What transpires in between battles likewise helps an army, defeated or triumphant, prepare for its next foray onto the battlefield. Careful preparation and training with their leaders keeps them sharp and ready, while armies languish after too long a period of inactivity.

**TABLE 3-5: ARMY MORALE MODIFIERS**

MODIFIER	CONDITION
+1d4	Winning a battle (-1 per allied unit defeated or destroyed, to a minimum of 0).
+1	Trains with general or significant character for 1 week.
+1	Pay double consumption for 2 consecutive months.
-1d4	If an army's commander is captured and executed while the army still exists.
-1	Take friendly fire damage from an allied army.
-1	Per month without combat (per year for reserve unit).
-1	Survives battle, but battle lost (a fortification or city captured by enemy armies, or more armies lost than the enemy in a battle in the open field).
-2	Survives battle but routed from the battlefield.
-3	Consumption not paid, per month (active armies only).

## PILLAGE AND PLUNDER

The equipment and supplies of a defeated army or unit can be taken by the victors in a battle as spoils of war. These spoils are worth a number of BP equal to 1/4 the ACR of an army that is defeated, or 1/2 the ACR of an army that has been disbanded or destroyed.



In addition, an army of 50 or more soldiers can be sent into any hex containing terrain improvements, spending one week burning fields, slaughtering herds, tearing down buildings, and generally wreaking havoc. At the end of each week, all terrain improvements in that hex that the army's commander wishes to destroy are destroyed unless the kingdom that owns the hex succeeds at a Stability check with a -1 penalty for every 50 soldiers engaged in pillaging their land. A successful Stability check preserves those improvements, but if the pillaging armies undertake another week of destruction this Stability check must be repeated, with an additional -5 penalty for every week after the first. Pillaging armies earn 1 BP for their kingdom for each improvement they destroy.

Finally, armies can attack buildings in a city whose defenders all have been defeated, destroyed, disbanded, or routed. This is treated as attacking an enemy army, with a building having an effective DV equal to 15 plus the building's Defense modifier (if any) and hit points equal to its BP value. The army can attack once per Battle phase (if a battle is still going on nearby) or three times per day (if not). A battle reduced to less than half its hit points (BP value) ceases providing any benefits to the kingdom that owns it. A building can be repaired on its owner's next kingdom turn, spending BP equal to the damage the building has taken. If the building is reduced to 0 hit points (BP value), it is destroyed.

## PRISONERS OF WAR

As described in the *Bloodied, Defeated, Destroyed, and Disbanded* section, armies on the losing side in a battle are rarely if ever completely wiped out. In most cases, the wounded and surrendered far outnumber the dead. This raises the question, of course, of what to do with enemy soldiers now in your custody. Turning them loose to rejoin their fellows in the fight against you is hardly a viable option (though officers and leaders may be ransomed). Generally speaking, a victorious army has three options: forced labor, internment, or massacre.

**Civilian Prisoners:** Civilian populations can be rounded up and imprisoned, put to work, or slaughtered just as captured soldiers can. Abuse of civilians is generally frowned upon. Imprisoning civilians generates +1 Infamy per 1,000 civilians placed in *internment*, and Infamy modifiers for *forced labor* and *massacre* are doubled. However, civilians are generally less likely (or less able) to rebel against their captors, and each civilian counts as only 1/10 of a prisoner of war for the purpose of how many guards are required.

If any portion of a civilian population of a hex or a settlement is made captive, any kingdom bonuses from buildings in that hex or settlement (except for Defense value) is halved; if 50% or more of the civilian population is eliminated, all kingdom benefits for those improvements or buildings are lost.

**Forced Labor:** Soldiers captured in battle can be put under guard and forced to work for the benefit of their new kingdom. For each 100 captives forced to work for a full month, you can reduce the cost of any terrain improvement by 1 BP, or you can compel them to labor on a Farm, Mine, Quarry, or Sawmill, increasing the BP output (or Consumption reduction) of that improvement by 1. Forced laborers do not increase your kingdom's Consumption, as their unpaid labor and meager standard of living offset what little they consume. However, using prisoners for forced labor results in a -1 penalty to Stability per 100 forced laborers (or fraction thereof), and your kingdom gains +1 Infamy each month it uses prisoners for forced labor. Prisoners used for forced labor must be guarded at all times, as described under *internment* below.

**Internment:** Soldiers captured in battle can simply be locked away, kept as prisoners for the duration of the conflict. Prisoners must be kept under guard, either in temporary stockades or permanent prisons. Any army capable of fighting can guard a number of soldiers equal to 10 times their number. If there are more prisoners than this, the kingdom holding the captives must make a Stability check each week with a cumulative -1 penalty for each multiple of the number of guards beyond x10 (e.g., an army of 20 soldiers could safely guard up to 200 prisoners; if there were 250 prisoners, a weekly Stability check would be required with a -2 penalty, since there are 12.5 times as many prisoners as guards, which exceeds the limit by 2 multiples over x10). A failed Stability check results in an uprising among the prisoners, which is treated as a Vandals (if prisoners are kept inside a settlement) or Bandit Activity (if outside a settlement) kingdom event.

Prisoners can instead be escorted to permanent internment at a Barracks, Fort, Garrison, or Jail; a Barracks or Jail can hold up to 100 prisoners each while a Fort or Garrison can hold up to 200. This number can be increased by crowding prisoners into narrow quarters, up to five times the normal amount, but each additional 100 (Barracks or Jail) or 200 (Fort



or Garrison) prisoners or fraction thereof beyond a building's normal capacity generates 1 point of Unrest. Stationing a reserve army (see the original mass combat rules) at the same building reduces Unrest by 1.

Interning captives increases your kingdom's Consumption by 1 per 100 prisoners. You may choose to reduce this Consumption increase by half by starving your prisoners; however, doing so causes you to gain +1 Infamy each month.

**Massacre:** A victorious army may decide that they lack the resources or the desire to keep its captive enemies alive, choosing instead to wipe them out, killing them to the last. Massacre of enemy forces earns +1 Infamy per army or unit put to death (regardless of size), plus an additional +1 Infamy for every 1,000 soldiers (or fraction thereof). Your kingdom earns +2 Infamy for the massacre of any number of civilians, plus an additional +1 Infamy for every 1,000 civilians (or fraction thereof).

## ARMY TACTICS

Tactics differ from strategy in that they represent specific maneuvers that an army can perform on the battlefield focused on attack, defense, movement, or a combination of the three. Strategy dictates each side's overall approach to what all of their armies will do, but each individual unit can adopt its own unique tactics. A unit can select one tactic each turn, choosing their tactic at the beginning of the first Battle phase in which they act. Some maneuvers require one or more kinds of specialized equipment for the unit performing it.

In order to use a tactic, a unit must be trained in it, either when it is created, through training, or through victory in battle, up to a maximum number of tactics equal to its ACR. All armies know the Full Defense, Furious Charge, Retreat, Standard, and Withdraw tactics (and an army with ranged weapons automatically has the Volley tactic); these tactics do not count against this maximum.

However they are acquired, tactics are options an army can use to influence aspects of a battle. A newly recruited army doesn't know any of these tactics unless specified by the GM. An army learns new tactics by being victorious in battle (see Victory, Rout, or Defeat). An army can know a number of tactics equal to half its ACR, minimum 0.

**Using Tactics:** When a battle begins, the commander selects one tactic to use for that battle (if the army doesn't know any tactics, the army uses the standard tactic). At the start of each Ranged or Melee phase, the commander may try to change tactics

by attempting a DC 15 Morale check. Success means the army uses the new tactic for that phase (and the modifiers from the old tactic cease); failure means the army continues to use its current tactic. The effects of tactics end when the battle does.

As with battlefield conditions (see **Marching to Battle**), gaining benefits from a tactic is subject to GM discretion.

**Cautious Combat:** Your army fights cautiously in order to maintain morale. Decrease its OM by 2 and add 2 to all its Morale checks.

**Cavalry Sweep:** Your unit is trained in making swift ride-by attacks against infantry, dashing across the battlefield and harrying the enemy. Your unit can attack two non-mounted armies in a single Battle phase. Your unit gains -4 OM and -2 DV for the remainder of the Battle phase and your attacks deal only half damage, but you are not considered engaged after attacking a non-mounted unit. *Requirement:* mounts.

**Covering Fire:** Your unit keeps some of its soldiers back from the front lines in order to provide covering fire for you and allies and to strafe targets of opportunity trying to move around you. Once per Battle phase, when your unit or an allied unit disengages from an enemy unit, including the Retreat or Withdraw Tactic, or a unit that routs or is destroyed, you can make a ranged attack against the enemy unit from which it is trying to disengage. If your attack hits, you inflict 1d4-1 Casualties and your allied unit gains a +1 bonus to DV and to opposed Morale checks made to disengage. *Requirement:* ranged weapons.

**Defensive Wall:** Your army fights defensively, taking actions to protect fellow units as needed. Decrease its OM by 2 and increase its DV by 2.

**False Retreat:** Once per battle, your army can make a false retreat, luring a target enemy army deeper into your territory. On the phase your army makes a false retreat, it doesn't attempt an Offense check. On the phase after it uses this tactic, increase its OM and DV by 6 against the target army.

**Feint:** Your unit feigns an attack to draw enemies out of position and distract them from greater threats elsewhere on the battlefield. On a successful attack, you deal half damage but do not become engaged. In addition, your unit and the unit attack must make opposed Morale checks with a bonus equal to the unit's ACR.

If you win this opposed check, the defending unit is drawn out of position and takes a -2 penalty to DV for the rest of the Battle phase. If



your attack fails, your attack does no damage and your unit becomes engaged with the defender.

**Full Defense:** Your army focuses on total defense of the battlefield. Increase its DV by 4 and decrease its OM by 4.

**Furious Charge:** Your unit makes a furious rush to attack an enemy unit. You gain +2 OM and -2 DV for the remainder of this Battle phase. An engaged unit cannot use this tactic. If you successfully attack an enemy unit, it takes a -1 penalty to Morale checks made to try disengaging with you until the end of Battle phase.

**Overwhelming Onslaught:** Your unit makes a wild and reckless attack meant to overwhelm and overrun the defending unit. Your unit gains +4 OM and -4 DV, and after resolving your attack you take 1d6-3 Casualties if the attack succeeds, 1d6 if the attack fails (these casualties are modified by your Strategy, as per Table A1). If your attack succeeds against a target using Full Defense, Pike Square, or Screening Defense tactics, the defending unit must succeed on a Morale check (DC 10 + Attacker's ACR) or those tactics are negated for the remainder of the Battle phase. If the Morale check fails by 5 or more, that unit cannot use any of those tactics again for the remainder of the battle. If you successfully attack an enemy unit, it takes a -2 penalty to Morale checks made to try disengaging with you until the end of Battle phase.

**Pike Square:** Your unit grounds its polearms and sets them to fend off enemies, especially mounted foes, while setting a shield wall to protect against infantry. Your unit gains -2 OM but gains +2 DV against mounted armies and deals +2 damage on a successful attack against a mounted unit. In addition, your unit deals +1 damage against any unit using the Aggressive Attack strategy, +2 against armies using All-Out Attack strategy. *Requirement:* reach weapons, no mounts.

**Pincer Maneuver:** Your unit is trained to envelop a unit that is already engaged by your allies. You gain +2 OM against a unit that is already engaged by an allied army; however, because you are spread out you take a -2 penalty to your DV for the rest of the Battle phase against attacks from armies that are not already engaged with you. When you use this tactic, a unit engaged with you takes a -2 penalty to Morale checks made to disengage, flee, retreat, or withdraw for the remainder of the Battle phase.

**Pursuit:** When an enemy unit retreats, routs, or withdraws from the battlefield, your unit can try to chase them down, even if they are in the Camp zone. Make an opposed Morale check against the target unit, with each unit adding their forced march Movement to this check (you gain an additional +1 bonus if the target unit routed in the previous Battle phase). If your Morale check succeeds, you force the target unit back into the Ranged or Melee zone (your choice) and can make a Standard melee attack or Volley ranged attack

against that unit. You cannot use this tactic if your unit is engaged.

**Relentless Brutality:** Your army throws caution to the wind and attacks with savage and gory vigor. Increase its OM by 4 and decrease its DV by 4.

**Retreat:** Your unit can exit the battlefield completely with this tactic. Your unit cannot attack during the Battle phase in which it uses this maneuver and takes a -1 penalty to DV and Morale. The unit must attempt opposed Morale checks against all enemy armies engaged with it; each unit adds its Forced March speed to this special Morale check. If an enemy unit's Morale check exceeds yours, it can make a free melee attack against you, even if it has already acted this round. Enemy armies that fail to beat your Morale check do not gain this free attack. If your army survives these attacks (even if your unit takes all of its Casualties, but not if it is destroyed), it disengages from all enemy armies and leaves the battlefield.

**Screening Defense:** Your army may choose another army to protect on the battlefield. Melee attacks made against the army you are protecting affects your army instead. While using this tactic, your army cannot attack any army unless it first attacks you in melee. The unit you are protecting cannot be engaged by an enemy unit unless your unit is routed or destroyed. If the unit you are protecting is already engaged, it remains engaged; using this maneuver does not force the opposing unit to disengage. The unit you protect can be targeted with ranged attacks, though it gains a +2 bonus to DV against them. You take 1d6-3 points of damage if the unit you guard is hit with a ranged attack; and the unit you guard takes the same damage if your army is hit with a ranged attack.

**Skirmishers:** Your unit makes a quick probing strike and then disengages. Your unit takes a -2 OM penalty and deals half damage on a successful attack, but you do not become engaged with the target unit whether or not your attack succeeds. *Requirement:* no medium or heavy armor.

**Siegebreaker:** Your army targets another army's siege engines in an attempt to destroy them. If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines. In addition, a unit using this tactic can try to circumvent the protection of a unit using the Screening Defense tactic if the unit it protects is equipped with siege weapons. If your attack against the screening unit succeeds, your attack deals half damage to that unit and you can make a second attack against the protected unit and its siege weapons. This attack also deals half damage.

**Sniper Support:** Your army holds some ranged units in reserve to attack a target enemy army during the Melee phase. If your army damages the target army in the Melee phase, it deals 2 additional points of damage

from these ranged attacks. The army must have ranged attacks to use this tactic.

**Spellbreaker:** Your army has specialists who can disrupt enemy spellcasting. Increase its DV by 4 against armies with the spellcasting ability.

**Standard:** Your army's attacks have no additional modifiers to its OM, DV, or damage.

**Strafing Skirmishers:** Your unit keeps on the move while riddling its targets with quick volleys. Your unit takes a -2 OM penalty and deals half damage on a successful attack during the ranged combat phase, but it gains a +1 DV and once per round when attacked during the melee phase your unit can attempt a Morale check to avoid becoming engaged. *Requirement:* ranged weapons, no medium or heavy armor.

**Taunt:** Your army is skilled at taunting its opponents, provoking stupid mistakes and overconfidence in battle. The target army must attempt a Morale check (DC = 10 + your army's ACR) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

**Withdraw:** Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check) but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.

## COMMANDING AN ARMY

An army's commander helps maximize its effectiveness and can provide special bonuses to an army. The commander can be a PC or NPC. Unless you decide to command an army personally or the GM allows you to recruit an exceptional commander through adventuring and roleplaying, a new army's commander is an unexceptional leader who provides no bonuses to the army.

The Mass Combat Army Sheet has a space to record information about the commander of each of your armies. In addition, there's also a space to record information for a general—a general is a character (often you) assigned to manage your military forces but is primarily a figurehead and grants no bonuses herself unless actively leading a particular army. The relevant information is as follows (assume a value of 0 unless otherwise specified).

**Name:** This lists the commander's name (and class and level, if notable).

**Charisma Modifier:** This lists the commander's Charisma modifier. It is added to the army's Morale checks.

**Hit Dice:** This is the commander's Hit Dice (usually equal to its character level for a PC). Divide the number of Hit Dice by 5 (minimum 0) and add that number to the army's Morale checks.

**Leadership:** The commander's leadership score is its character level + Charisma modifier. If the commander is a monster, use HD instead of character level. If the commander has an appropriate military background or training (GM's discretion), increase this value by 3. This number is a prerequisite for some boons.

**Boons:** This lists the boons the commander knows (see below). A commander's maximum number of boons known is 1, plus 1 for every 5 Hit Dice the commander possesses. A new or unexceptional commander might know no boons at first but can gain them from victories in battle. If you're a kingdom leader acting as a commander, you automatically have one boon appropriate to your leadership role (see below).

The commander must be active with the army to grant a bonus on Morale checks or a boon to the army. Being active requires spending at least 3 days per week with the army. An army without a commander (whether because the commander is dead or because she isn't spending enough time with the army) loses 1 Morale per week. You may offset this loss by doubling the army's Consumption that week.

If you have an army without a commander and you have no commanders available to fill that role, you may promote a unit from the army to be an unexceptional commander. This commander has a +0 Charisma modifier and Hit Dice and a Leadership score based on the level or HD of a typical unit in that army.

## COMMANDERS

Leadership on the battlefield is a role that anyone can claim, but for which not everyone is equally suited. A keen intellect is of key importance in understanding the ways of war and the situations likely to occur on the battlefield, as are the wisdom to know when to attack, when to hold firm, and when to retreat, as well as the raw charisma to get your soldiers to follow you once more into the breach. However, unlike in the existing

mass combat rules, high ability scores are less important in command than actual battlefield experience and reputation.

**Command Limit:** In the published rules, each leader commands a single army. A kingdom can field a maximum number of armies equal to its Loyalty modifier divided by 10 (rounded down) plus the Charisma modifier of the kingdom's General.

If using the rules for Recruitment Edicts, a kingdom's Militarism level affects the number of armies it can recruit. A Pacifist kingdom can field only 1/10 the normal number of armies and a Peaceful kingdom 1/2 the normal number. Contrariwise, an Aggressive kingdom can field 50% more armies than normal, while a Warlike nation can field double the normal number of armies.

The kingdom's General has nominal command of all military forces of the kingdom, though in any battle the General may or may not personally lead those armies. Often, another PC or NPC is designated as the local commander, such as the Heir, Marshal, Royal Enforcer, Ruler, and Warden, and this individual leads the armies involved in the battle. In the standard published rules, the overall commander of the kingdom's armies has no game effect on armies that she does not personally lead.

**Leadership Bonus:** In the published rules, a commander's Charisma modifier applies as a bonus to his army's Morale checks, with an additional bonus of +1 per 5 hit dice. These rules presume a larger role for commanders (especially when they are player characters), allowing them to have a greater impact on the battlefield effectiveness of troops under their command. Expert commanders deploy their forces to maximum advantage while pedestrian leaders keep their troops too long in compromising positions on the field, blunting their effectiveness in both attack and defense. This skill in command is represented by the **Leadership Bonus (LB)** statistic, and it applies not only to Morale checks but also to DV and OM.

A commander's base LB is equal to +1 for every 5 hit dice. A commander's LB is increased by 1 for each of the following: Intelligence modifier +3 or greater, Charisma modifier +3 or greater, Wisdom modifier +3 or greater, or an appropriate background (at the GM's discretion). Ability modifiers that are magically enhanced provide this increase only if that bonus is permanent, such as through a magical item (but not a temporary spell).

A commander's Leadership Bonus for specialized forms of warfare, such as naval combat or siege warfare, may be modified by appropriate backgrounds, skill proficiencies, or other modifiers, as described in the relevant sections below.

**Significant Characters:** While each army has only one commander, it is certainly possible for more than one powerful character or creature to accompany and support an army. These special auxiliaries are called significant characters, and by embedding themselves



within an army they allow that army to gain access to command boons that would not normally be available to them or their commander. A significant character can accompany only one army at a time. Each player character accompanying an army counts as a significant character. In the case of a GM-controlled army, those significant characters are typically unique NPCs, which should probably be comparable in number to the number of PCs present.

If no significant character is present with an army, it is led by an unexceptional commander that is a typical creature of the type comprising the army.

**The Command Zone:** As described under *The Field of Battle*, the general in charge of the battle and any other significant characters that are not personally leading armies on the field are considered to be directing the battle from behind the lines. The Command Zone is not necessarily a fixed location but is wherever the commander and his aides may be at any given point, shuttling from place to place giving orders and providing support where it is required. Characters in the Command Zone are not part of any army and cannot be directly attacked or damaged until defending armies are eliminated, as described in *Victory and Aftermath*.

**Leaders and Losses:** If a leader is killed or incapacitated, any boons he provides are lost for the remainder of the battle, except for permanent boons. If an army is destroyed or disbanded, d100 should be rolled for its commander and any significant character fighting with it to determine if they escape (01-30), are killed (31-50), or are captured (51-00). Player characters should typically escape with 25% of their hit points rather than being killed, or the GM may run an individual combat encounter to resolve their fate. In any event, characters that escape can spend one Battle Phase

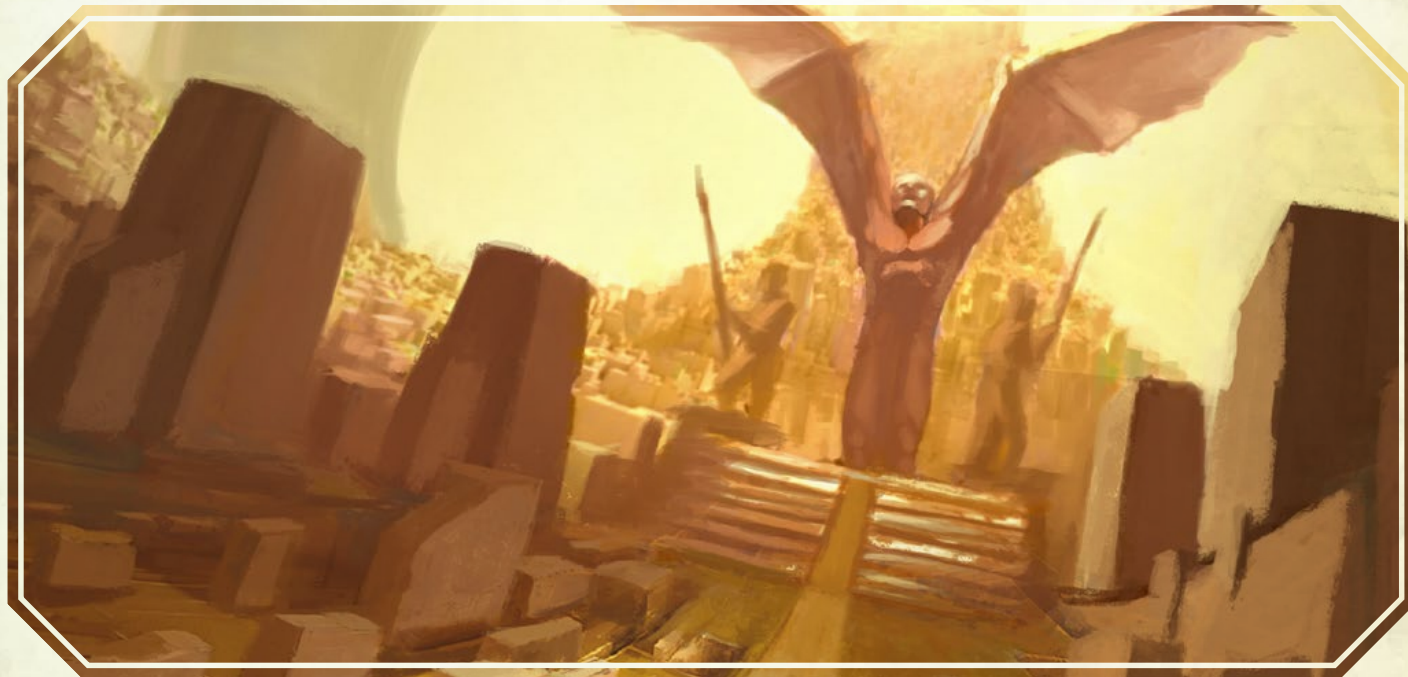
making their way to the Command Zone (not counting the phase in which their army was eliminated). Once there, the commanding general can reassign them to a new army and in subsequent Battle Phases they can again make use of their command boon (not including permanent boons).

## COMMAND BOONS

As described in *Pathfinder Roleplaying Game Ultimate Campaign*, boons are special advantages that a commander or significant character offers to an army. The standard rules assume that kingdom leaders possess a number of automatic boons, but you can ignore this rule if you wish for the tailoring of boons specific to each character be a more organic process.

Likewise, the standard rules allow characters to select one boon per 5 ranks of Profession (soldier) or per 6 character levels; if you wish to restrict this number to simplify command and control or create more significant choices for PCs, you can instead allow each commander or significant character to provide only a single command boon. This boon must be chosen when the character first trains with an army, taking one kingdom turn, and it cannot be changed until the character acquires at least one additional rank in Profession (soldier), at which point the old boon can be discarded and a new boon added.

Many command boons have prerequisites based on class features, feats, or skills; usually these prerequisites depend on the commander or significant character, but some also depend on the creatures comprising the army to which the boon applies. Some boons affect all armies on a side, but some affect only a single army, usually the one led by the commander whose boon it



is; however, some boons can be used to affect an allied army instead, or even shifted from army to army each Battle Phase. Unless otherwise specified, a significant character must be present at a battle (or, for some boons, with a specific army) in order to provide the benefits of a command boon.

**Leaders and Losses:** If a leader is killed or incapacitated, any boons he provides are lost for the remainder of the battle, except for permanent boons. If an army is destroyed or disbanded, d100 should be rolled for its commander and any significant character fighting with it to determine if they escape (01-30), are killed (31-50), or are captured (51-00). Player characters should typically escape with 25% of their hit points rather than being killed, or the GM may run an individual combat encounter to resolve their fate. In any event, characters that escape can spend one Battle Phase making their way to the Command Zone (not counting the phase in which their army was eliminated). Once there, the commanding general can reassign them to a new army and in subsequent Battle Phases they can again make use of their command boon (not including permanent boons).

**Permanent Boons:** Some command boons are not dependent on a specific action taken by a commander during battle, but instead reflect specialized training of the unit with their commander and with other soldiers with a similar range of skills. These permanent boons must be applied when an army is created, and the commander cannot later shift the permanent boon to a different army, though he can retire from command of the army. The leader forfeits the ability to grant a boon (or one boon, if able to grant more than one) for 2d4 months after retiring. If the commander leaves an army with a permanent boon, whether through death, retirement, or some other incapacity, and is not replaced by another significant leader that also qualifies to grant the same command boon, the army loses 1d4 points of Morale and the permanent boon is lost within 1d4 months.

The following boons can be selected by commanders, but no boon can be applied to an army more than once unless otherwise noted. Most boons apply to only one army at a time but can be shifted from unit to unit during each Battle Phase. A boon marked with an A applies to all allied armies (or includes an effect that affects all allied armies). A boon marked with P is a permanent boon that applies to only a single army and cannot be shifted to other armies. For ease of reference, we have included the command boons from *Pathfinder Roleplaying Game Ultimate Campaign* in the list below, including several that are modified from the original command boon (or in some cases were categorized as tactics in the original rules) to better conform to the rules here.

**Advanced Tactics:** An army with this boon gains a +2 bonus to its OM; however, this bonus is halved if the target army also has Advanced Tactics or Defensive Tactics. *Requirement:* The character granting this boon

must have at least 11 ranks in 5 different skills, one of which must be Profession (soldier).

**Battlefield Illumination:** Once per day, an army with this ability can increase the light level on the battlefield by one category for all armies on the field (see **Visibility**). Alternatively, that army can increase lighting levels by two categories, though the modifiers for this enhanced light level apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. An enemy army with Magical Advantage can forgo attacking in order to eliminate this increased light by making an opposed Morale check against the army that created the illumination. *Requirement:* The character granting this boon must be capable of casting *daylight* at least 5 times per day, or the army must be equipped with fireworks.

**Bloodied but Unbroken:** The commander inspires the army to be at its greatest in the most desperate times. When an army's hit points are at half its full normal hit points or fewer, it gains a +1 bonus on Offense checks. A commander must have Leadership 4 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +2.

**Bonus Tactic:** Choose one tactic. The commander always knows this tactic, and the commander's army can use this tactic even if it doesn't know that tactic on its own. You can select this boon multiple times; each time you select it, choose a new tactic.

**Cavalry Experts:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but moved to being a command boon rather than a Tactic, as command boons better represent the concept of training to develop expertise in a particular style of combat vs. tactics being a particular action or maneuver performed during a battle.

**Combined Tactics:** An army with this boon deploys screening infantry to defend its ranged attackers. The army cannot attack in the Melee Phase but gains a +1 bonus to its DV until the beginning of the next Battle Phase and can make ranged attacks even if engaged. *Requirement:* The character granting this boon and the creatures comprising the army must have ranged weapons and a Dexterity of 13 or higher.

**Consecrate Battlefield:** An army with this ability is immune to the **create spawn army special ability**<sup>UB</sup> and gains a +2 bonus on DV against armies comprised of undead or evil outsiders. In addition, once per battle this army can negate the effect of the create spawn army special ability against any allied other army. An army gains no benefit from this ability during any Battle Phase in which it uses the **Aggressive Attack** or **All-Out Attack strategy**<sup>UB</sup>. *Requirement:* The character granting this boon must be capable of casting *consecrate* at least 5 times per day.

**Cornucopia:** An army with this boon has a magical means of supplying itself with food and drink and

banishing fatigue, reducing its dependence on a heavy supply train and giving it great strength at resisting sieges. The unit can attempt a Morale check to MVoid becoming fatigued after using a **forced march**<sup>UB</sup> and it never becomes fatigued if it is inside a settlement or fortification that is **blockaded**, as described in the Siege Warfare section. An army with this boon treats its ACR as 2 higher for the purpose of **healing after combat**<sup>UB</sup>. **Requirement:** The character granting this boon must be capable of casting *create food and water* at least 5 times per day.

**Daring Maneuvers:** An army with this boon can overextend itself to press home an advantage, though this leaves its flanks exposed. The army gains a +4 OM (or AV) bonus but takes a -2 penalty to DV until it acts in the next Battle Phase.

**Death Before Dishonor:** An army with this boon reduces Morale penalties or reductions, regardless of their source. All effects that would cause a -1 penalty to Morale have no effect, while larger Morale penalties or reductions are reduced by 1. **Requirement:** The character granting this boon and the soldiers in the army must all have the aura of courage, bravery, rage, or resolve class feature or the Iron Will feat.

**Defensive Tactics:** The commander is especially good at defensive tactics. Increase the army's DV by 2. **Requirement:** A commander must have Leadership 5 or higher to select this boon.

**Desecrate Battlefield:** An undead army with this ability adds +1 to its MV, RV, and DV, and its ACR is treated as 2 higher for the purpose of determining its hit points. If attacked by an army with the Magical Healing command boon that is using that ability to perform a Magical Barrage, the attacking army gains only one-half the normal bonus to its OM (minimum 0). **Requirement:** The character granting this boon must be capable of casting *desecrate* at least 5 times per day.

**Dirty Fighters:** Your army uses trickery and unfair tactics to gain an advantage at the start of a battle. For one Melee phase this battle, its OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

**Divine Favor:** An army with this boon can add a +1 bonus to any die roll once per Battle Phase. It may apply this bonus after the result of the roll is known. Alternatively, once per battle it may choose to reroll any one die roll it makes; if it uses this ability, it forfeits the benefits of this boon for the remainder of the battle and for 1d4 days thereafter. **Requirement:** The character granting this boon must be capable of casting 4th-level divine spells.

**Expert Flankers:** As described in *Pathfinder Roleplaying Game Ultimate Campaign*, but moved to being a command boon rather than a Tactic, as command boons better represent the concept of training to develop expertise in a particular style of combat vs. tactics being a particular action or maneuver performed during a battle.

**Falling Dusk:** Once per day, an army with this ability can decrease the light level on the battlefield by one category for all armies on the field (see **Visibility**<sup>UB</sup>). Alternatively, that army can decrease lighting levels by two categories, though the modifiers for this decreased light level apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. An enemy army with Magical Advantage can forgo attacking in order to eliminate this decreased light by making an opposed Morale check against the army that created the darkness. **Requirement:** The character granting this boon must be capable of casting *deeper darkness* at least 5 times per day.

**Flexible Tactics:** The commander trains the army to be receptive to multiple orders during a battle. The army gains a +5 bonus on Morale checks to change tactics during a battle. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +10.

**Hit and Run:** The commander drills the army in quick attacks followed by a fast retreat. After attacks are resolved in the Ranged phase or the first Melee phase, the army may use the withdraw tactic with a +2 bonus on its opposed Morale checks. A commander must have Leadership 5 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +4. In addition, if an army with this boon attacks an army with which it is not engaged, it can attempt to disengage immediately after its attack by making a Morale check. **Requirement:** The character granting this boon and soldiers must have the Flyby Attack, Improved Overrun, Ride-by Attack, or Spring Attack feat or the trample, vortex, or whirlwind special attack.

**Hold the Line:** The commander is skilled at convincing the army to maintain morale against dangerous opponents. If the army fails a Morale check to avoid a rout, it may reroll that check. It must accept the results of the second check, even if it is worse. **Requirement:** The character granting this boon must be a barbarian, bard, fighter, or paladin with 2 or more hit dice. **Requirement:** The character granting this boon must have the aura of courage, bravery, inspire courage, or resolve class feature or the ability to cast *remove fear*.

**Implacable Advance:** Each Melee phase, this boon grants one army a +1 bonus to OM, damage, and Morale until the end of the current Melee Phase. Any army it attacks takes a -1 penalty to Morale until the beginning of the next Battle Phase. **Requirement:** The character granting this boon must have a base attack bonus of +11 or greater.

**Last Stand<sup>P</sup>:** A unit with this boon can stave off elimination when on the brink of destruction. If the army is reduced to 0 hit points or below, it is not defeated or destroyed if it receives a Magical Healing boon or uses Healing Potions before the end of the current Battle Phase sufficient to restore it to at least 1 hit point. Even if it does not receive this healing, it

remains engaged with any enemy armies until the end of the next Melee phase, and it can make an attack in that phase against an army engaged with it, though it cannot move, retreat, disengage, or attack armies not engaged with it. *Requirement:* The character granting this boon and the creatures comprising the army must have the rage or resolve class feature, ferocity or orc ferocity special quality, or Diehard feat.

**Live off the Land:** The commander makes the army trap game, hunt, and fish to augment its food supplies. Reduce the army's Consumption and speed by half for any week this boon is used. The GM may rule that Huge and larger armies deplete the available resources from a hex over 1d3 weeks, requiring the army to move if it wants to maintain the reduced Consumption level.

**Loyalty<sup>A</sup>:** The commander inspires great loyalty in the army. The army gains a +2 bonus on all Morale checks. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +4. In addition, as long as a commander with this boon and his army are active on the field, all allied armies gain a +1 bonus to Morale checks made to avoid routing or disbanding during the Rout phase. *Requirement:* The character providing this boon must have a Charisma score of 15 or higher.

**Magical Advantage<sup>A</sup>:** All allied armies gain a +1 bonus on damage rolls and gain a +1 bonus to Morale checks if the army they attack does not also have Magical Advantage or Magical Protection. *Requirement:* The character providing this boon must be able to cast at least one spell of 6th level or higher.

**Magical Barrage:** An army with this boon can attack during the Ranged Phase make ranged attacks with a bonus to OM (for ranged attacks only) equal to 1/2 the level of the highest-level spell that the character granting the boon is able to cast.

An army whose commander qualifies for this command boon by having the ability to channel negative energy

can use the Magical Healing command boon upon itself or an allied army if that army is comprised of undead. The army must choose each Battle Phase whether to use Magical Barrage or this special form of Magical Healing.

*Requirement:* The character granting the boon must have the channel negative energy ability or be capable of casting at least one area-effect offensive spell of 3rd level or higher.

**Magical Healing:** Immediately before the end of each Battle phase, this unit can remove 2d4 hp of damage from any one allied army. If the target army is fatigued, that condition is removed but the damage healed is halved. If the target army is exhausted, that condition is reduced to fatigued and the damage healed is halved.

An army with this command boon can use the Magical Barrage command boon instead when fighting an army comprised of undead.

*Requirement:* The character granting this boon must have the channel positive energy ability or be able to cast at least one *mass cure wounds* spell.

**Magical Protection:** An army with this boon gains a +1 bonus to its DV and reduces damage from all attacks by 1 point. In addition, modifiers from enemies using Magical Advantage, Magical Barrage, and Magical Trickery are negated for an army with this boon. *Requirement:* The character granting this boon must be capable of casting abjuration spells of 4th level or higher.

**Magical Trickery:** At the beginning of each Battle Phase, this army may select one enemy army to confound with illusions, mind-affecting effects, and magical barriers to sight and movement. The target army takes a penalty equal to 1/2 the highest-level spell that the character providing this boon is able to cast, and that character may choose to affect the target army's OM, DV, Morale, Movement, or Scouting, or as a bonus to an allied army's Camouflage. If the target army's speed is reduced to 0, it cannot disengage or use any tactic, boon, or special ability requiring movement.





Each round, you may target a different enemy army, or you may continue targeting the same army with a different penalty or repeating the same penalty. The effects of Magical Trickery end at the beginning of the next Battle Phase unless you renew them. *Requirement:* The character granting this boon must be able to cast at least one illusion or mind-affecting spell that affects an area or multiple targets or spell that impedes movement (e.g., *black tentacles*) of 3rd level or higher.

**Master Recruiter<sup>A</sup>:** The maximum number of armies the kingdom may support is increased by 2. If this boon is lost, the armies with the lowest Morale immediately disbands and flees the battlefield. If multiple armies have identical Morale scores, determine randomly). *Requirement:* The character granting this boon must have the Leadership feat.

**Merciless:** The commander encourages the army to be ruthless in its tactics and spare no wounded enemies. The army gains a +1 bonus on opposed Morale checks to prevent another army from withdrawing and on the last Offense check against a routed army or one using the withdraw tactic. In addition, if you reduce an enemy army to 0 hit points, it is automatically destroyed rather than merely defeated. *Requirement:* The character granting this boon must have at least 6 ranks in Intimidate, the Combat Reflexes feat, or an evil alignment.

**Quick Repairs:** An army inside a fortification can conduct emergency repairs while a battle still rages, repairing 1d6 points of damage to a fortification at the end of each Rout Phase (assuming the army has not been routed itself). An army on board one or more ships, or a naval squadron with this command boon, can likewise use this ability to repair ships that have not been sunk. *Requirement:* The character granting this boon must be able to cast at least one 4th-level or higher conjuration (creation) spell.

**Ready for Battle:** An army with this boon gains a +4 bonus to skill checks made to determine tactical initiative during the Tactics Phase. *Requirement:* None.

**Screaming for Vengeance<sup>A</sup>:** The first time during a battle that any army is defeated, destroyed, or routed (but not if it is disbanded), all allied armies gain a +1 bonus to OM and Morale checks for the remainder of that Battle phase (doubled to +2 if attacking or engaged with the army that killed their allied army). *Requirement:* None.

**Sharpshooter:** The commander drills the army in precision ranged attacks. The army gains a +2 bonus on Offense checks against armies using fortifications. This boon has no effect if the army can't make ranged attacks. In addition, the army never deals friendly fire damage to allied armies. *Requirement:* The character granting this boon and the creatures comprising the army must have the Precise Shot feat.

**Skywardens:** An army with this command boon gains +1 RV, +2 DV, and +2 to all Scouting checks (see **Camouflage and Scouting**) made against aerial armies.

*Requirement:* The character granting this boon must have Skill Focus (Perception) or at least 6 ranks in Perception.

**Smoke Screen:** Once per day, an army with this boon can cover the entire battlefield with light smoke (see **Visibility**) that lasts until the end of the current Battle Phase. Alternatively, that army can cover itself with heavy smoke (making an area heavily obscured), though the modifiers for this heavy smoke apply only to that army and any army engaged with it, and to ranged attacks made against that army and any army engaged with it. *Requirement:* The character granting this boon must be capable of casting *fog cloud*, *obscuring mist*, *pyrotechnics*, or a similar effect at least 5 times per day, or the army must be equipped with fireworks.

**Surgical Strike:** An army with this boon gains +2 MV but takes a -2 penalty on damage. In addition, if using the Combined Arms rules, if this unit's MV exceeds the DV of the target unit by 5 or more, the attacking unit may choose how to allocate the damage it deals among the defending unit's divisions. *Requirement:* The character granting this boon must have at least three teamwork feats.

**Swift Riders<sup>P</sup>:** An army with this boon gains a +2 bonus to Morale checks to disengage (doubled to +4 against enemy armies that are not mounted). *Requirement:* mounts. Cannot use medium or heavy armor. Significant character and soldiers must have Mounted Combat or Skill Focus (Ride) feat.

**Triage:** Whether using magic, alchemy, herbalism, or folk knowledge, the commander drills the army in using emergency methods to treat wounds. Once per battle, the army may take a -4 penalty on its Offense check during the Ranged or Melee phase and heal damage equal to half its ACR. If the army has the healing potions resource, it also gains the healing from this boon (without the Offense check penalty) when it uses healing potions.

**War Chant:** An army with this boon unleashes a constant stream of whoops, yells, pounding drums, bashing shields, and rhythmic battle music that heartens them in the face of danger and intimidates their opponents. The army gains a +1 bonus on its own Morale checks during battle, and any army engaged with this army takes a -1 penalty on Morale checks for as long as it remains engaged and for 1 Battle Phase after it disengages. In addition, during any Battle Phase in which the army damages another army in melee, the target army takes a -1 penalty to its MV and RV during the next Battle Phase against the army with this boon. *Requirement:* The character granting this boon must have the bardic performance class ability or at least 11 ranks in Intimidate.

**Wolves in the Fold<sup>P</sup>:** An army with this boon uses disguise and deception to infiltrate enemy lines and throw them into chaos. On the first Melee Phase of a battle, this army gains a +1d6 bonus to its OM (or AV),

and on a successful attack the target army takes a -1 penalty to its own OM (or AV), DV, and Morale until the beginning of the next Battle Phase. *Requirement:* The character granting the boon and the soldiers must have the sneak attack special attack, shapechanger subtype, change shape or *disguise self* ability, or a Disguise or Stealth bonus of +10 or greater.

# MARCHING TO BATTLE

Warfare involves more than what happens when swords are drawn on the field of blood and the deadly results of such an encounter. There are also logistical realities to deal with in getting armies from place to place, and special and unusual rules for battles that take place far from level ground and open fields.

## ON THE MARCH

Armies are slow-moving beasts at the best of times and moving one cross-country is an exercise in patience; however, care must be taken an army (or a group of armies) can be quite vulnerable if attacked while strung out along the road.

**Leadership Bonus (LB):** In addition to a commander's standard Leadership Bonus (see *Commanders*), which applies to conventional warfare on the field of battle, a commander can also have specialized Leadership Bonuses for several other common situations in warfare. Many commanders specialize in one kind of warfare, but true warmasters try to be competent in all.

**LB (Scout):** Determine LB (scout) as described above, granting a bonus for backgrounds appropriate to scouting.

**Speed:** Every army has a base Speed, which indicates how many 12-mile hexes it can cross in a day of typical marching. If several armies are moving together, they must travel at the speed of the slowest army or else separate into faster and slower-moving groups.

**Forced March:** When moving overland, an army can be compelled to continue marching past the point of exhaustion. A typical forced march is for 12 hours instead of only 8, allowing an army to move 1 additional hex beyond its normal movement. However, an army is automatically fatigued for 1 day after a forced march. An army that force marches again when already fatigued becomes exhausted and takes 1d4 points of damage.

## SCOUTING AND CAMOUFLAGE

In most cases, armies travel in the open, with little effort at stealth. As a result, detection of enemy armies is considered to be automatic for any enemy armies that are in the same hex. However, armies can bivouac under cover to hide their presence, and by moving at half speed they can remain largely out of sight. Note that if an army would already be moving at only 1 hex per day, it must use a forced march (see below) to continue moving at 1 hex per day while using camouflage. To notice another movie that is using camouflage, an army rolls 1d20 and adds its Scouting modifier against a DC equal to the enemy army's Camouflage score, which is equal to 10 plus



the Stealth modifier of the creatures comprising the unit divided by 4, adding the commander's LB (scout) bonus and applying the Camouflage modifier noted in *Table 3-1: Army Size and Statistics*. If a unit has Mounts, it uses the worse Stealth modifier of the riders or mounts. Since the size of an individual creature is already reflected in its Stealth score, it is not separately applied as a modifier to a unit's Camouflage score. If no Stealth skill modifier is listed for a creature in its Bestiary entry, that modifier is equal to the creature's Dexterity modifier, modified for its armor and by -4 per size category larger than Medium, +4 per size category smaller than Medium.

When two armies enter adjacent hexes, each makes a Scouting check with a -5 penalty. If both succeed, both are aware of the other. If neither succeeds, neither is aware of the other, and the two armies may continue moving and could blunder into one another. If one army succeeds and the other fails, it can set an ambush for the other, lying in wait until the enemy army moves into its hex.

**Ambushes:** When one army is aware of another but has not been noticed itself, it is in position for an ambush. An army waiting in ambush gains a +5 bonus to its Camouflage score against an army that has already failed once to notice it. If the enemy army enters its square, it can trigger the ambush, allowing it to make a melee or ranged attack (their choice) against the enemy army. For the duration of the ambush, the attacker gains the benefit of the Advanced Tactics command boon (gaining an additional +2 bonus to OM if it already has that boon) for the duration of the ambush. There is a 50% chance that high ground (see *Terrain*) is present at the ambush site; if so, the ambusher can occupy the high ground before the ambush begins. This initial attack is followed by a Rout phase, and if the army being ambushed survives and does not rout, the battle proceeds to the Tactics phase and initiative is rolled normally.

If the army it wishes to ambush fails to enter its hex, the ambushing army can hold its position and wait for the enemy army to spring the trap, or it can move to an adjacent hex and reset the ambush. Having to shift its position makes it easier to be discovered, and an ambushing army gains only a +2 bonus to Camouflage if it has to move.

If more than two armies (one on each side) are present, then usually all armies on one side of the battle must remain undetected in order for the ambush to be fully effective. At the GM's option, however, it is possible for one or more armies to remain hidden while some of their allied armies engage in battle in the open. At the beginning of every Rout phase that occurs, however, all enemy armies present can make a Scouting check to notice these armies hiding in preparation to ambush. Hidden armies gain a

+2 bonus to their Camouflage score as long as they remain stationary; they get no bonus to Camouflage if they had to move from their original position to reset their ambush. If any unit is detected, enemy armies sound an alarm and their opportunity for ambush is lost. Armies that are undetected cannot be attacked by the enemy. When they launch their ambush, it occurs after all other attacks have been resolved, immediately before the Rout phase.

**Living Off the Land:** Armies with the Living Off the Land command boon are highly skilled at surviving in the wild. Any army can attempt to supply itself by foraging and hunting, reducing its Consumption by half for one week. This requires a DC 10 Morale check, though the DC increases by 1 for every 100 soldiers in the army. Each time an army attempts to live off the land in the same hex, the DC increases by 1. Once a check is failed, that hex is exhausted in terms of available game.

Armies can choose to commandeer resources from people living in the hex, or simply rob them and pillage their supplies. This adds a bonus of +1d6 to the Morale check, +2d6 in a hex with farms, but each hex you pillage results in -1 Loyalty and +1 Infamy.

**Supply Train:** Most armies travel with supply trains to take care of ordinary physical needs of the troops and to transport their materiel. Any army that is more than 4 hexes from your nearest city or Fort must have a supply train traveling with it to keep it supplied. A supply train is typically comprised of two armies, one of 2nd-level commoners and one of 2nd-level experts. If it is supporting a single army, the supply train is one size category smaller than that army. If the supply train is supporting multiple armies, it is the same size as the largest army in the group. These armies are typically noncombatant, remaining in the Camp Zone, but at the GM's discretion may be forced into combat by a relentless opponent or may be captured or killed by a victorious enemy. Armies in the supply train do not count against a kingdom's command limit or Manpower limit, but supply train armies lost in battle do stack with soldiers lost in terms of affecting their kingdom's Economy, Loyalty, and Stability, as described in *Victory and Aftermath*, and they must be dealt with as prisoners of war if captured after a battle.

## TERRAIN

In warfare, the topography and terrain of a battle can have a huge impact. The standard rules assume a fairly even playing field for both armies and little in the way of impeding terrain. The following rules describe how to adapt a battlefield for greater variety.

**TABLE 3-6: TERRAIN**

	MELEE	RANGED	DV	SCOUT	MOVEMENT
Cliff or ravine	X	-	-	-	X (climbing or flying possible)
Dangerous terrain	-	-	-	-	-1
Open water	X	-	-	-	X (swimming or flying possible)
Rough terrain	-	-	+1	-1	-1
High ground (holding)	+1	+1	-	+1	+1
High ground (attacking)	-1	-	-1	-	-1
Treacherous terrain	-	-	-2	-1	-1

**Barriers:** A cliff or ravine provides an impassable barrier, as does any substantial body of open water too wide or too deep to wade across. Neither prevents ranged attacks, but both prevent movement or melee attack across the barrier unless it is circumvented in some way.

**Dangerous Terrain:** This includes thorn brambles, hot springs or geothermally active areas, a forest fire or brushfire, toxic vapors, or magically treated areas of *spike growth* and the like. If being used tactically to target specific enemy armies, use the Magical Trickery command boon. If the entire battlefield has been treated with such magic, then all armies (except those inside fortifications) take 1 point of damage at the beginning of every Rout phase unless they have the Magical Protection command boon.

**High Ground:** Typical battlefields are relatively even when it comes to topography, but if the GM wishes the general winning Tactical Initiative during the first Battle Phase of a battle may claim the high ground, placing one army atop that slope. It enjoys the bonuses listed above, while armies trying to attack it have the listed penalties. The army forfeits the benefits of the high ground if it is forced to leave the battlefield or if it leaves its position to use any of the following Tactics: Furious Charge, Overwhelming Onslaught, Pincer Maneuver, Pursuit.

If an army vacates the high ground, other armies can try to claim it, though an engaged army must try to disengage in order to do so. If more than one army tries to claim the high ground, the two armies must fight; each of them takes the penalties for attacking the high ground and neither gains the bonuses of holding the high ground. If one army succeeds in its attack and the other does not, the successful army claims the high ground after both attacks are resolved.

Generally speaking, if a fortification (including a fortified settlement) is present on the battlefield, that fortification will always be built upon the high ground unless otherwise noted. At the GM's option, spells like

*move earth* could be used to reshape the battlefield and alter the position of the high ground.

**Rough Terrain:** This includes dense rubble, heavy undergrowth, shallow bogs or water (such as a ford or beach), or trees, including any area prepared with *plant growth* or similar magic. Such terrain often offers cover and concealment.

**Treacherous Terrain:** This includes snow, ice, mud, deep bogs, shifting sand or snow, or fast-moving water. This terrain rarely offers much in the way of cover and footing in this terrain is very unstable.

## VISIBILITY

In warfare, simply identifying friend from foe is not always easy, and this is especially true when some creatures have perceptual abilities far beyond those available in the real world. Creatures able to see in the dark have a great advantage in battles at night, while those sensitive to bright light avoid fighting by day if they can. Weather effects are described in the subsequent section, but the table below describes the effect of various illumination levels on general combat effectiveness on offense and defense, as well as the ability of armies to spot one another or even to move effectively. Creatures able to see normally in darkness take no penalties for fighting in it, while those sensitive to bright light take penalties in such conditions. Otherwise, all creatures present in a battle take the same penalties from poor visibility unless they have some special means of negating them. The Movement modifier below can never reduce an army's movement below 1.

**TABLE 3-7: VISIBILITY**

	MELEE	RANGED	DV	SCOUT	MOVEMENT
Bright Light	-	-	-	+2	-
Normal Light	-	-	-	-	-
Dim Light	-1	-2	-	-2	-1
Darkness	-2	-4	-1	-4	-2
Lightly obscured <sup>1</sup>	-1	-2	-	-2	-
Heavily obscured <sup>2</sup>	-2	-4	-	-4	-1

<sup>1</sup> An army that has attacked with firearms or cannon during the current Battle phase is covered in light smoke, as is an army that has been attacked with a Magical Barrage, Special Bombardment, or similar attack using fire. Light smoke can also be created by intentionally setting fires or (at the GM's option) by repeated casting of spells like *control weather*, *fog cloud*, and *obscuring mist*. If spells are used, they should generally apply their effects to both sides; for specifically targeted tactical battlefield use of obscuring magic, a commander within the army should use the Magical Trickery command boon.

<sup>2</sup> An army that has attacked with multiple fire attacks (such as those described in the above footnote) may at the GM's option be shrouded in thick smoke. A settlement with an uncontrolled fire may also be covered in thick smoke.

**Fog of War:** Whenever an army takes a penalty to its OM due to poor visibility, its chance of shooting awry increases. When attacking an army that is engaged with an allied army during the Ranged phase, the chance of dealing friendly fire damage (see *Ranged Phase*) is increased to 50%. In addition, even attacks during the Melee phase against an army engaged with an ally have a 25% of dealing damage as friendly fire to your allied army.

If you attack an army that is not engaged with any other army (including yours) using one of the following tactics, the attacking army has a 25% chance of inflicting friendly fire damage on itself due to the fog of war: Cavalry Sweep, False Retreat, Furious Charge, Feint, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Skirmishers.



## WEATHER

Weather also can play a major role in a battle. There are general guidelines for factoring this into a battle in the existing mass combat rules but presented below is a table for your reference demonstrating the effects of various weather conditions on mass battles, along with special rules for how weather can interact with armies in the field. The *SRD* does not include rules dictating the effects of weather, or the likelihood of given weather conditions, so GMs should use their discretion when determining the existing weather during a battle. The *control weather* spell can also determine what weather conditions are present.

**TABLE 3-10: WEATHER**

	MELEE	RANGED	DV	SCOUT	MOVEMENT
<i>Extreme Cold</i>	-1	-1	-	-	-1
<i>Extreme Heat</i>	-1	-1	-	-	-1
<i>Fog</i>	-2	-4	-	-4	-1
<i>High Altitude</i>	-1	-1	-1	+1	-1 (climb or fly speed is unaffected)
<i>Mist</i>	-1	-2	-	-2	-
<i>Rain</i>	-	-1	-	-1	-
<i>Rain, light</i>					
<i>Rainstorm</i>	-1	-2	-1	-2	-
<i>Snow</i>	-	-1	-	-2	-1
<i>Snowstorm</i>	-1	-2	-1	-4	-2
<i>Wind, strong</i>	-	-2	-	-	-
<i>Wind, severe</i>	-1	-4	-	-	-1 (Medium or larger creatures can move normally)
<i>Windstorm</i>	-2	X/-2	-2	-	-2 (Large or larger creatures can move normally)
<i>Hurricane</i>	-4	X/-4	-4	-	-3 (Huge or larger creatures can move normally)

**Extreme Conditions:** High altitude, extreme heat, and extreme cold forces armies to make a Morale check at the end of each Rout phase to avoid becoming fatigued, with a -1 penalty for armies wearing Medium Armor, -2 for those wearing Heavy Armor.

**Precipitation:** Light rain and snow have a 10% cumulative chance for each Battle phase they continue of causing the battlefield to turn into treacherous terrain (see *Terrain*) due to the accumulation of snow or the liquefaction of the ground into mud. A rainstorm or snowstorm doubles this chance. This should be checked at the end of every Rout phase.

**Wind:** With very high winds, normal ranged attacks become impossible (indicated by the X above); however, siege weapons can still be used, as can magical attacks such as breath weapons or a Magical Barrage command boon. In addition, flying creatures and creatures on board wind-powered ships take double the listed penalties to OM.

# OPTIONAL MASS COMBAT RULES

The following sections describe ways armies can be altered or assigned that come up less frequently than the other rules in the mass combat system. They're optional, and the GM can bring them into the game only if necessary.

## COMBINING ARMIES

If you have two armies of the same type and of equal size, at any time outside of combat you can combine them into a single army that is one size larger than the original armies.

Choose one of the two commanders to command this combined army. The other commander may be assigned to a different army; otherwise, her boons are lost.

Calculate the new army's statistics based on its new size. If both smaller armies had a boon, resource, or tactic, the new army has it as well; otherwise the boon, resource, or tactic is lost. The new army's Morale is equal to the average of the Morale of the two smaller armies. If one army has an affliction (such as a disease), the new army now has it.

Determine what percentage of its full normal hit points each smaller army had. The new army's hit points is the average of these percentages. For example, if one army is at 50% and the other is at 100%, the new army is at 75% of the full hit points for its size.

## REFORMING AN ARMY

Reformation converts a wounded army into a smaller, healthy army. The army hit point rules are abstract and represent wounded units, incapacitated units, and dead units. For an army with a very low hit point total, the number of active units in the army can even be equal to or fewer than those of an army of a smaller size. For example, a Large army normally has 200 units, but if that army is very wounded, it could have only 100 or fewer units able to fight—the same number as a Medium army. Because an army's Consumption is based on its ACR (which is based on its size), you might be able to reduce your Consumption costs if you reform an army into a smaller size.



At any time outside of combat, you can reform a wounded army (at half hit points or fewer) into an army one size smaller with full hit points. This act represents you choosing only the healthiest units to continue fighting. The wounded survivors disperse, typically heading home to recuperate.

Calculate the smaller army's statistics based on its new size. The smaller army retains all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on its size (such as ACR and statistics based on ACR). The army reduces its Morale by 1 (as reforming is a blunt indication of misfortune).

There is no limit to how many times you can reform an army. Even a Colossal army can be whittled away and reformed several times until the Challenge of its individual units is too small to actually count as an army.

## RESERVE ARMY

The costs in this section assume an active, deployed army. You may instead convert an army into a reserve army, placing it in a settlement. This reduces the Consumption cost for the army to once per month (or kingdom turn) instead of once per week. A commander has to spend only 3 days per month with a reserve army to remain active with it. The Morale penalty for an absent commander happens every month instead of every week.

The size of an army you can put in reserve depends on the buildings you have available in the settlement. A Watchtower can hold a Small or smaller reserve army, a Barracks can hold Medium or smaller, a Castle can hold Large or smaller, and a Garrison Huge or smaller. A Gargantuan or Colossal army can't be put in reserve—it must remain deployed (though it can be indefinitely

deployed in one of your own hexes). A Temple counts as a Watchtower for the purpose of holding special religious troops (clerics, druids, or paladins), and a Cathedral counts as a Barracks in those cases. You may split an army (see **Splitting an Army** below) to allow you to divide its units among several buildings.

If you move the army outside the settlement, it immediately counts as an active army and the costs must be paid per week as normal.

## SPLITTING AN ARMY

You can divide an army into smaller armies. At any time outside of combat, you may split an army into two armies that are each one size category smaller. One of these armies retains the larger army's commander; you must assign a commander to the other army.

Calculate each smaller army's statistics based on its new size. The smaller armies retain all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on size (such as ACR and statistics based on ACR). Each smaller army reduces its Morale by 1.

Determine what percentage of its full normal hit points the larger army had. Each smaller army has this proportion of hit points for its new size. For example, if the large army was at 70% (28 hp out of 40), each smaller army is at 70% of the full hit points for its size.

There is no limit to how many times you can split an army. Even a Colossal army can split several times until the Challenge of its individual units is too small to actually count as an army.

## COMBINED ARMS

This section provides an alternative method for army construction to what is presented in the basic rules. Those rules are simple and straightforward when it comes to constructing armies; you create them as part of your kingdom turn, and each army is an undifferentiated block of soldiers with one common hit point pool, all equipped alike, and able to fight to the last hit point with no reduction in fighting efficiency until total annihilation when its hit points are spent. Simplicity is a virtue in game design, but it is not without a certain cost in verisimilitude. These rules allow for great granularity, which may not be to everyone's taste, but they are presented here for those who wish a more detailed system of unit construction.

## WHY USE COMBINED ARMS?

Mass combat is a quirky beast in the context of role-playing games. On the one hand, it makes perfect sense to include, as small-scale adventures against the backdrop of a larger war are absolute staples of fantasy fiction and media. On the other hand, players who enjoy sitting around a table and role-playing their heroes as they delve dungeons and solve mysteries and travel the farthest reaches of the world and beyond may have little interest in the kind of bookkeeping and minutiae that traditionally go along with dealing with armies on the battlefield. On top of that, you have to deal with intersecting yet incommensurable levels of abstraction in what an individual hero can do versus what an army can do, and simply applying one to the other is going to leave one or the other hopelessly outgunned with the mathematics are not designed their way. The history of mass combat and role-playing games is littered with systems from grossly abstract to almost ludicrously complex, and that's not necessarily a bad thing. Gamers are varied in their interest in and tolerance for rules granularity and having rulesets that cater to both ends of the spectrum is not a bug; it's a feature. That answers the philosophical question of why this system exists when there is already a perfectly serviceable system available in the rules above. However, here are some specific reasons you might want to use this system instead.

**Units with Discrete Parts:** In a battle where groups of soldiers aggregate in unique places and spaces. In real life, units include infantry, cavalry, artillery, scouts, technical support, and on down the list. The Combined Arms system lets you create units that mirror what you see in modern military organizations, wherein a single army (or unit of an army) contains a variety of units, each working together.

**A More Elegant System for Casualties:** In any battle, there will be casualties, but one of the tricky parts of having single masses of hit points, whether for armies or individual player characters, is that it doesn't allow you to represent in-combat attrition very well. That's fine for personal combat on the scale that usually happens in a *Pathfinder* game, as you want your heroes to keep up their combat effectiveness as long as possible, but it feels less appropriate for a mass combat system where armies naturally begin to break down as the soldiers making up a unit are killed, wounded, or routed from the field. Allowing separate allocation of damage to individual sub-units allows you to model that kind of gradual decrement to a unit's effectiveness and also gives you a different level of tactical flexibility in resolving combat, depending on who gets to allocate the damage from a Battle Phase, the attacker or the defender. At the same time, using modular units makes it easier to replenish or replace different parts of a unit in between battles.

# MELEE VALUE, RANGED VALUE, AND CASUALTIES

The basic mass combat rules use only a single factor to account for an army's offensive capabilities, **Offense Modifier (OM)**. The more detailed **Combined Arms** rules in this product subdivide this characteristic into two scores: **Melee Value (MV)** to represent close combat in melee and **Ranged Value (RV)** to represent missile and magical attacks that allow an army to attack at range. The rules in this product are presented for both these modular rules and the simpler published army rules. If a rule states a modifier that applies only to MV or RV, you can instead apply that bonus to the OM of an army using the basic rules. If the MV and RV values are different, use the higher of the two values.

Similarly, the published rules use hit points to track the relative health of an army, while the modular unit rules contained in this product use the term **Casualties**, which can individually and separately damage the smaller divisions or subunits within a larger unit or army, gradually decreasing its fighting efficiency. If you are using the standard published rules, any reference in this product to **Casualties** deals an equivalent number of hit points of damage to a standard army unless specifically stated otherwise.

# ARMIES, UNITS, AND DIVISIONS

Whereas the base unit for mass combat in the published rules is the **army**, these rules instead focus more on the individual units that make up that army. Much as in naval terms a fleet is made up of several squadrons, and each of those squadrons is made up of several ships, so too an **army** is made up of several **units**, while each **unit** is usually made up of several **divisions** (though sometimes a unit can comprise only a single division; this is called a **solo unit**). The divisions within a unit comprise its strength, and as those divisions are whittled away in strength so too is the base unit in its combat effectiveness. The most common names for units of various sizes are listed on **Table 3: Army Size**. The number of soldiers in a **unit** in these rules is the same as the number of soldiers in an **army** using the basic rules.

**Navies and Air Forces:** While the term "army" is used throughout, the same rules can be used interchangeably with waterborne units (forming navies) and airborne units (forming air forces). For air forces and navies, the term **squadron** can be used in place of **unit**, but all of the same rules apply.

**Creating a Unit:** This process is similar to the creation of an army as described in the basic rules, using the

rules described in **Recruiting an Army** to gather your soldiers. Once you have enough recruits for the army you wish to create (or once you issue an **Improvement Edict** to create an army, if using the basic rules), you can create an army using the following steps. You can use the enclosed **Military Record Sheet** in **Appendix D** to record your unit's statistics.

**Step 1: Assign leader:** Each unit requires a commander. The army's record sheet should indicate the commander's name, **Charisma** modifier, and **Leadership Bonus (LB)**, as well as what command boon(s) that commander possesses. A typical NPC army has 2-4 significant NPC characters (see **Commanders**) as leaders; the remainder of its commanders are ordinary officers that provide no command boons. A PC commander gains a +2 bonus to the MV, RV, and DV of his unit, as well as on **Morale** checks. A significant NPC character grants a +1 bonus to these unit statistics.

**Step 2: Divisions:** A full-strength unit comprises 5 divisions of equal size. However, not all commanders are capable of handling the leadership demands of a full unit; hence, the maximum number of divisions in a unit is limited to 3 + the commander's **Charisma** modifier, up to a maximum of 5. A unit that is lacking one or more divisions at the beginning of a battle takes a -1 penalty to MV, RV, DV, and **Morale** checks per missing division.

Each division has 1/5 the number of soldiers as the unit as a whole (see **Table 3-5: Army Size and Statistics**). In most respects, a division has similar combat statistics to a unit two sizes smaller.

**Step 3: Army Challenge Rating (ACR):** A unit's **Army Challenge Rating (ACR)** is determined by the base CR of the creatures comprising the unit, modified by the size of the unit listed on **Table 3-5: Army Size and Statistics**.

**Step 4: Casualties:** **Casualties** reflect how many points of damage a unit can take before being defeated. The term is used here to reflect the fact that all "army hit points" lost in battle do not represent actual deaths, but rather soldiers being taken out of action in any of a number of ways, but the term is equivalent to and interchangeable with hit points in all respects.

Each division within a unit can take **Casualties** equal to its ACR before it is defeated; hence, a full-strength unit has total hit points equal to its ACR times 5. If a division is at 0 hit points, when its unit leaves the battlefield, whether victorious or in retreat, that division can be healed using the basic rules. If, however, the division takes additional damage when it is already at 0 hit points, it is destroyed rather than merely being defeated. A destroyed division cannot be healed and must be replaced with reinforcements (see **Recruiting an Army**).

**Step 5: Melee Value (MV):** A unit's combat prowess in melee is reflected in its MV. Units have a base MV equal to their ACR plus the LB of its commander. Units directly commanded by a player character add



an additional +2 bonus to MV; those commanded by a significant NPC character (see **Commanders**) add a +1 bonus. MV can also be modified by equipment, special abilities, command boons, tactics, fatigue, environmental conditions, and the like.

For each division defeated or missing from the unit's full strength, it takes a -1 penalty to its MV.

**Step 6: Ranged Value (RV):** A unit's combat prowess in ranged combat is reflected in its RV. RV functions identically to MV, except that units that do not possess ranged weapons or other ranged attack capability, they cannot make ranged attacks (denoted as "RV -"). If some divisions within a unit have ranged weapons and some do not, the overall unit's RV is reduced by 2 for each division that lacks ranged weapons (including divisions that are missing or defeated).

**Step 7: Defense Value (DV):** The defensive abilities of a unit are reflected in its DV. Units have a base DV equal to 10 + their ACR and their commander's LB, adjusted by any applicable modifiers, such as those listed under MV.

For each division defeated or missing from the unit's full strength, it takes a -1 penalty to its DV.

**Step 8: Morale:** A unit's Morale reflects its fighting spirit and its skill and confidence on the battlefield. Morale checks are often required to succeed at various battlefield tactics, or to overcome special effects caused by enemy armies. A brand-new unit has a Morale score equal to the kingdom's Loyalty modifier divided by 20 (rounding down, with a minimum of 1 and a maximum of 10), and it can increase or decrease during the course of a battle and in its aftermath, increasing with victory and falling with defeat. A unit's Morale score can never exceed 10, and if it ever drops to 0 the unit disbands (see **Bloodied, Defeated, Destroyed, and Disbanded Armies**). A typical NPC army's Morale score is 3. If you are using this mass combat system without the kingdom-building rules, you can substitute a value equal to one-half of the commander's hit dice.

A unit's Morale score modifies its Morale checks, adding the Leadership Bonus of its commander and an additional +2 bonus if the commander is a PC and +1 if it is a named significant NPC character, plus any relevant modifiers. For each division missing from the unit's full strength, whether already missing before battle or defeated during a battle, the unit takes a -1 penalty to its Morale checks.

When a division is destroyed, its unit loses 1 point of Morale and takes an additional -1 penalty to Morale checks for the duration of the current battle.

**Step 9: Movement:** A unit's Movement score indicates the number of 12-mile hexes it can travel per day (see the "Travel Pace" section of the *SRD*). A typical lightly armored humanoid army has a Movement score of 2. A unit whose divisions have different speeds uses the speed of its slowest division.



**Step 10: Scouting:** A unit's ability to notice other armies is reflected in its Scouting score (see **Camouflage and Scouting**). This bonus is equal to the Wisdom (Perception) modifier of the creatures in the unit divided by 4, plus the LB (scout) of its commander.

**Step 11: Camouflage:** A unit's ability to evade notice by other armies is reflected in its Camouflage score. The Camouflage score (see **Camouflage and Scouting**) of a unit is equal to 10 plus the Stealth modifier of the creatures comprising the unit divided by 4, adding the commander's LB (scout) bonus and applying the Camouflage modifier noted in **Table 3: Army Size**. If a unit has Mounts, it uses the worse Stealth modifier of the riders or mounts. GMs can apply a modifier to the Camouflage score based on the size of individual units in the army: -2 per size category larger than Medium, +2 per size category smaller than Medium.

**Step 12: Unit name and home base:** Each unit should have a name, which can be a simple functional title like "7th Armored Cavalry" or florid like "Alazan's Radiant Hussars." In addition, each unit should be assigned a home base, which must be a settlement; either the settlement where the soldiers comprising the army were recruited or the nearest settlement if they were recruited at a Fort. If a unit is destroyed, that settlement gains a permanent -1 Law penalty and there is a 25%

chance during the next kingdom turn's Event Phase that the citizens of the unit's home base will cause a Building Demand event asking that a Monument be erected in memory of the honored dead. If a unit disbands, the settlement gains a -2 Law modifier but there is no chance of a Building Demand.

## FORMING AN ARMY

An army is simply a collection of units all fighting in concert according to a common battle plan. An army can be named (e.g., Northern Army, Guardians of the West) or numbered (e.g., 1st Army, 2nd Army), though it may not be if a kingdom has only a single army in the field. In any battle, however, a single designated character must act as the general of the army. This may or may not be the kingdom's General, who has overall responsibility for all military activity in the kingdom but could as easily be another PC or NPC member of the kingdom's rulership team. A good general has high Charisma (and possibly Intelligence and Wisdom) and many hit dice. The general of the army and the unit commanders or other significant characters can provide a variety of Command Boons to the forces under their command, as described in the basic rules and further expanded in this product. Some boons apply to an entire army, but most apply only to a single unit.

Each army is limited to a number of units equal to 3 plus the general's Charisma modifier. If the general has the Overwhelming Force command boon, this number is increased by 1. The general oversees the combat from the Command Zone and does not directly participate in the battle, though she determines Strategy and Tactical Initiative during the course of the battle, with individual unit commanders choosing the Tactics and Command Boons they will use to make the general's strategy a success.

## BATTLE PHASES AND COMBINED ARMS

Many of the subsections below contain an explanatory note about how the rules might be adjusted when using the Combined Arms combat system described in this product. If not otherwise stated, the rules operate identically for units using the Combined Arms rules as they do for armies using the published rules.

**Tactical Phase:** The general in charge of each army makes an Intelligence check; the individual unit commanders do not. Winning tactical initiative provides a bonus of +1 to MV and RV for all units under the general's command. In addition, since units are modular that means that combat is sequential rather than simultaneous. The commander that wins tactical initiative selects one unit to attack an enemy unit, followed by the enemy selecting one unit to attack in

response. Attacks alternate from each commander until all units have attacked once. Unlike the basic rules, a unit that is destroyed, disabled, routed, or otherwise taken out of action before it has a chance to act forfeits its attack. If one side has more units than the other, when one side runs out of units to attack taking turns with its opponent, any leftover units from the larger army attack in succession until all have attacked.

**Ranged Phase:** Any unit with ranged weapons or an ability that grants it a ranged attack can make a ranged attack rather than a melee attack, and all ranged attacks are resolved during the ranged phase before proceeding the melee attacks, though some tactics provide exceptions to this rule. A unit cannot make a ranged attack if it is engaged. When a unit attacks, it picks an enemy unit as its target and rolls 1d20, adding its RV (including any modifiers). If the result equals or exceeds the DV of the target unit the attack is successful and inflicts a number of Casualties equal to the difference between your adjusted RV check and the target DV. The commander of the target unit assigns these Casualties to the divisions of his unit as he sees fit.

If your adjusted RV check fails to equal or exceed the target's DV, the defending army takes no damage. A natural 20 always indicates a successful attack, inflicting 1d6 Casualties on the target army, regardless of its DV (use the attack's normal damage if it exceeds the result of this roll). In addition, on a natural 20 the attacker assigns damage to the defending unit and its divisions as he wishes. On a natural 1, the attack automatically fails and the attacking unit inflicts 1d6 Casualties on itself and becomes fatigued.

**Melee Phase:** Resolving a melee attack between two units functions much like resolving a ranged attack in the Ranged phase, substituting MV for RV. However, melee combat is more inherently dangerous to attacker and defender alike. On a successful attack, the attacking and defending armies become engaged. More than one unit can be engaged with the same enemy unit at the same time. If an attack fails to overcome the defender's DV, both the attacking unit and the defending unit take 1d6-3 Casualties; these Casualties are not modified by any tactics, special attacks, or command boons used by either side, unless they explicitly state otherwise).

**Rout Phase:** The Rout phase proceeds as in the standard rules, but each unit has its own separate Morale score and makes its own Morale checks.

## HEALING AFTER BATTLE

A unit that remains on the field or is able to retreat from it without being defeated (i.e., all of its divisions reduced to 0 hit points) can rest for 1 hour in order to regain hit points equal to 1/2 its ACR and automatically reduces the exhausted condition to fatigued. If the unit can rest for 8 additional hours without interruption, it

regains hit points equal to its ACR and automatically removes the fatigued condition. Thereafter, a unit heals hit points equal to its ACR for every 24 hours of complete rest. Units that are marching, guarding prisoners, or performing other light-duty tasks heal half the normal amount of hit points (rounding down). Units that engage in a battle or that take damage from a forced march do not heal at all.

Whenever a unit heals, it can allocate the hit points it regained to its divisions as it chooses, including defeated divisions at 0 hit points, though not divisions which have been destroyed by taking damage when already at 0 hit points.

A unit that has been defeated but is able to exit the battlefield regains 1 hit point after 1 hour of rest. After this time, it can again function as a unit, including using the healing rules described above. If the unit is destroyed or disbands, it cannot heal. The Magical Healing command boon or Healing Potions resource doubles the number of hit points regained by one unit during the first hour of its rest (or allows a defeated army to regain hit points equal to half its ACR after 1 hour of rest).

## VICTORY AND AFTERMATH

The outcome for defeated combined arms units after a battle is the same as for armies using the basic rules, except that if a significant character or commander is captured and executed but their unit still exists, the unit immediately loses 1d4 points of Morale.

## COMMANDERS

Commanders function for combined arms units the same way they function in the standard rules, except that each leader commands a single unit on the field, which may be a solo unit or a combined unit comprised of several smaller divisions, up to a maximum of 3 + the leader's Charisma modifier. A unit can have a maximum of 5 divisions in any event.

## COMMAND BOONS

Command boons function for combined arms units the same way they function for armies in the standard rules, except as described below.

**Permanent Boons:** If a unit with a permanent boon loses one or more divisions and later replaces them with new soldiers, the new divisions benefit from any boon that the unit as a whole possesses. If the entire unit is destroyed or disbanded, the permanent boon is lost.

# RECRUITING AN ARMY

The combined arms rules for units generally follow the rules for creating and managing armies as described in the basic or advanced mass combat rules, except as described below.

**Basic rules:** Creating a combined arms unit as part of your Improvement Edict requires a Loyalty check, with a penalty equal to the ACR of the unit you intend to create. Likewise, if a unit has one or more missing divisions that have been destroyed, they can be replaced with an Improvement Edict. One edict restores all missing divisions in one unit, with a cost equal to 1/2 the unit's ACR per missing division. Creating units otherwise functions as creating armies.

**Advanced Rules:** Using the Recruitment Edict rules, you can achieve a more granular level of recruitment and reinforcement. In most cases, this functions identically to the rules described in *Ultimate Battle*. In addition, a Recruitment Edict can be used to replace destroyed divisions within a combined arms unit.

## TERRAIN

In warfare, the topography and terrain of a battle can have a huge impact. The basic rules assume a fairly even playing field for both armies and little in the way of impeding terrain. The following rules describe how to adapt a battlefield for greater variety.

**Claiming the High Ground:** Taking the high ground in advanced mass combat rules works as described in the advanced rules, but if using the combined arms rules, each unit that acts can attempt to claim the high ground for its own, as long as it is not engaged (or is able to disengage). If one of your units is vacating the high ground, you can ready one of your own units to switch places with it. The unit you want to insert into the high ground must use one of the following Tactics: Cautious Combat, Covering Fire, Defensive Wall, Full Defense, Screening Defense.

## SQUADRONS AND FLEET BATTLES

You can use a simplified variant of the Combined Arms rules to play out aerial or naval battles that are not directly connected to land battles, treating each ship or aircraft as a division and forming them into squadrons of 2-5 ships or aircraft, and then forming multiple squadrons into a combined fleet or air force. Squadrons follow the same rules for units in the Combined Arms rules described above. The crews, siege weapons, and other special features of each squadron do not play a

part in this method of resolving fleet battles, as all are subsumed into the actions of the ships themselves.

**Initiative:** The overall commander of each fleet or air force rolls 1d20 and adds her LB or LB (naval). The winner has tactical advantage for that Battle Phase and attacks first. After that initial attack, each commander takes turns having a squadron attack. If one side has more squadrons than the other, then any excess squadrons attack after all of the opponents squadrons have completed their attacks.

**Strategy, Tactics, and Command:** You can use all basic rules for these elements of Combined Arms.

**Fast Wreckage:** Each ship has a total number of hit points equal to 1/10 its Wreck or Sunk hit point total. A ship or aircraft suffers no ill effects until its hit points reach 0, at which point it is considered defeated (resulting in a -1 penalty to its squadron's attack rolls and damage). If the ship or aircraft takes an additional point of damage while already defeated, it is destroyed.

**Simplified Combat:** Rather than separate Ranged and Melee Phase, all combat is combined into a single d20 roll modified by the commander's LB or LB (naval), modified by Tactics, Strategy, and Command Boons, against the DV of the ships in the target squadron. If the roll succeeds, the target squadron takes 1d6 points of damage, plus 1 point per ship in the attacking squadron. This damage is distributed as the defender wishes unless the attacker rolls a natural 20, in which case the attacker chooses which ships in the target squadron are damaged. If a squadron is destroyed before it has had a chance to attack does not get to attack.

**Routs, Victory, and Defeat:** The Rout Phase is handled normally for Combined Arms. Each missing ship in a squadron results in a -1 penalty for the remainder of the squadron. When a squadron fails its Morale check, it routs normally. A quick fleet battle concludes when all units on one side have routed or been destroyed.

## LOGISTICS

The rules for supply lines and supply trains described previously provide a simplified means of managing the supply and resources of military forces. Following are some additional rules for managing the details of logistical supply to units.

**Supply Lines:** As noted earlier, a unit that is more than 10 hexes away from the nearest settlement or Fort from its own kingdom (the home base) pays an increased Consumption. To reflect the fact that enemy troops will attempt to disrupt supplies and communication between an army and its home base, when calculating the distance the army is away, the hexes counted must not contain any hostile armies or settlements.

**Cutting Supply Lines:** If a hostile force is in the shortest line from the unit to its home base, that unit

has had its supply line cut. If there are multiple paths of the same length, the hostile force may choose whether it is cutting the supply line.

A unit with a cut supply line suffers a -2 penalty to Morale and heals hit points at half the normal rate. Also, if it has equipment that may only be used a limited number of times per battle or battle phase, it may only use that equipment once until the supply line has been re-established.

**Re-establishing Supply Lines:** There are two main ways to recover from having a supply line cut. First, if the unit moves into a hex where the hostile force is no longer on the shortest path to home base, the supply line is no longer cut. Second, defeating all hostile forces in the shortest path allows the supply line to be restored.

**Naval Units:** Because naval units are rarely able to have a continuous resupply of goods from their home base, their supply trains are better stocked for extended campaigns in hostile waters. A naval unit cannot have its supply line cut unless there are no available supply lines due to hostile forces.

**Aerial Units:** Like naval units, aerial units are prepared for extended campaigns with limited opportunity for resupply and cannot have their supply line cut unless there are no available supply lines due to hostile forces.

**Foraging:** As described previously, any unit may forage and hunt for supplies by making a Morale check to reduce its Consumption by half for one week – during this time, the army moves at half its normal speed, and it many kingdoms expect a land-based unit to stretch its supplies by foraging. Exceptions are made for circumstances where the unit is in a hurry to reach a particular location, or when the unit is within the borders of its own kingdom.

In the event that a unit fails to make the Morale check to forage in a hex containing farms, it may then choose to pillage that hex, as described earlier, to gain +2d6 to the roll (this decision is made after the result of the Morale check is determined). Doing this exhausts the hex, making further foraging or pillaging impossible, and the farms cease to function. Farms may be recovered by paying half the cost of a Farm terrain improvement. Recovery cannot happen if the unit that exhausted the hex remains within it.

**Stockpiles:** A stockpile is a location where a large quantity of supplies is stored and may be treated by units from the kingdom which prepared the stockpile as a Fort for the purposes of determining supply lines. Establishing a stockpile requires at least one unit in the hex and takes one week to construct (during which time the unit constructing the stockpile cannot move). Once complete, one division (if you are not using the Combined Arms rules, this is a unit two sizes smaller than the unit establishing the stockpile) remains to protect the stockpile. The stockpile costs BP equal to the Consumption of the unit establishing it. A stockpile may be established in any hex, including those claimed by



enemy kingdoms. If the unit constructing the stockpile is defeated or destroyed while the stockpile is being constructed, any time spent creating the stockpile is wasted, and that unit may not attempt to create another stockpile until it has healed to full hit points.

Once it is completed the stockpile is considered to be a unit which cannot move, with a Consumption equal to the division protecting it. The stockpile has its own supply line (which may get cut-off by enemy units, in which case the stockpile ceases to function). A stockpile can supply units up to the size of the unit which established it.

Dismantling a stockpile takes 1 week of work and returns half the cost of creating it in BP to the kingdom's treasury.

## EXPANDED RULES

An army marches on its stomach, and the following is a set of optional rules for detailed resource management of supply trains. Whilst a unit is considered to be continuously resupplied from the supply train, the following rules abstract the flow of supplies into discrete

amounts, to allow greater control and management of the supplies. If you are using these rules, do not increase the Consumption cost for units as described under Supply Lines.

Rather than the kingdom paying the Consumption of the unit directly, supplies (in the form of BP) are carried by supply trains from the kingdom to the camp followers accompanying the unit, which deducts its Consumption cost from the BP held by the camp followers.

**Home Base:** Each unit has a settlement or Fort from the kingdom which created it which it considers to be its home base. The home base is the source of the unit's supplies. A unit may change its home base by travelling to another suitable settlement or Fort and spending one week there. In the event of the home base being captured, destroyed, or besieged, the unit is automatically considered to have its supply line cut.

A unit leaves its home base with two weeks' worth of supplies (measured in BP equal to twice its Consumption). These BP do not cost anything, as they are considered part of the costs involved in creating, equipping, and training the unit. These BP are considered to be carried by the unit's accompanying camp followers. The unit deducts its Consumption from the supplies held by the camp followers. For the purposes of the kingdom turn sequence, these BP are deducted during the Upkeep Phase for the current kingdom turn, in the Pay Consumption step, regardless of whether the Kingdom Turn has taken place yet or not.

**Supply Train and Camp Followers:** In these rules, the non-combatants accompanying a unit are referred to as camp followers. The camp followers are made up of two units of ordinary commoners and craftspeople two sizes smaller than the unit they are accompanying (if the camp followers are serving multiple units, they are one size smaller than the largest combat unit). These units travel with the unit they are supplying, and function as described under Supply Train. At the home base, there are also two supply trains. Each of these supply trains is one size smaller than the camp followers travelling with the unit. In these rules the supply trains are tasked with transporting equipment, personnel, food and other items to a unit which is far enough away that it is unlikely to be able to survive long-term on the supplies it began with.

Starting one week after the unit leaves its home base, one of the supply trains may embark to deliver supplies, provided that the unit it is attached to is more than 4 hexes from the home base. It may carry supplies up to 200% of the Consumption cost of the unit it is supplying. These supplies are paid for out of the kingdom's treasury. The supply train moves 13 hexes per week and loading or unloading supplies takes 1 hex of movement (it is possible for a supply train to leave, travel to the unit, unload supplies, return to the home base, and reload supplies all in one week). When it reaches the unit, it delivers the supplies to the camp followers (transferring the BP from the supply train to

the camp followers) and returns to home base to pick up more supplies. At the beginning of the third week after the unit has left its home base, the second supply train may embark. It functions identically to the first supply train, except that the combined BP carried by the two supply trains may not exceed 200% of the Consumption cost of the unit being supplied.

**Aircraft and Ships:** To represent their ability to operate independently for extended periods of time, aircraft and ships are able to devote cargo space to supplies. Each ton of cargo used in this fashion is worth 1 BP. These supplies may only be used to pay the Consumption cost of vessels and crew in the unit carrying them. The camp followers for a unit of aircraft and ships are generally a pair of vessels of similar type to the combatant unit, dedicated entirely to supplies. Aircraft and ships do not generally have a supply train.

**Capturing Supplies:** In addition to causing problems by forcing supply trains to take longer to reach the unit they are serving, enemy troops may choose to directly attack the supply train, simultaneously depriving the unit of supplies and obtaining supplies for themselves. This is treated as any other battle, and in the event of the supply train being defeated, the victorious unit obtains one-half of the supply train's supplies. If the supply train is destroyed, this is reduced to one-quarter.

**Protecting Supply Trains:** Due to their value and importance, most kingdoms assign a military guard unit to supply trains. Typically, this unit is at least one size smaller than the units in the supply train. This unit travels as part of the supply train, at the speed of the supply train, and does not require a supply train of its own. The Consumption cost of this unit is deducted from the supplies carried by the supply train. The guard unit may not initiate combat with enemy forces.

**Running out of Supplies:** In the event that the camp followers are not carrying any BP of supplies for the unit they accompany, the next time Consumption is due to be paid for the unit it suffers penalties as if the supply line had been cut. If the camp followers had insufficient supplies to pay the full Consumption of the unit, that unit suffers a -1 penalty to Morale – this penalty does not stack with the penalty for a cut supply line.

**Stockpiles:** Under these rules, a stockpile has its own camp followers and supply trains, but there is no BP limit on the amount of supplies that can be delivered to a stockpile. Units may select the stockpile as their home base, following the normal rules.

**Return With your Shield, or On It:** If a unit returns to its home base and the camp followers have BP remaining, subtract the initial two weeks' worth of Consumption from the supply (to a maximum of the current BP held), and the kingdom regains one-half of any excess BP.

# WAR IN THE SKY

In a fantasy campaign, war takes on an entirely new dimension that breaks far away from the traditional tropes of ancient and medieval Earth. The introduction of magic itself lends a much more modern tactical feel to mass combat in a fantasy campaign, with magic substituting for command, control, artillery, and unconventional weapons, but even in a low-magic campaign the existence of flying foes introduces an entirely different set of circumstances that the Greek phalanx, the Roman legion, the Turkish janissaries, and the knights of the Crusades never had to worry about.

## AERIAL OPERATIONS

Strictly speaking, combat in the air is not terribly different from combat on the ground, as it uses the same concept of battlefield zones introduced in this chapter. However, instead the Melee, Ranged, Camp, and Command Zones described in that product apply a bit differently. The Command Zone functions as described previously, though in most battles there will be no separate Command Zone for aerial units, as the command structure may be lodged in a headquarters on the ground (or on board a ship). The Camp Zone typically features aerial units that are being held in reserve away from the battlefield or trying to escape it. They may be congregating at nearby open fields or aeries awaiting their turn to join the battle. In terms of Melee and Ranged Zones, units at different altitude levels are always considered to be in the Ranged Zone with respect to units at a different altitude level. Creatures must be in the same altitude level to attack in the Melee Phase or to become engaged with one another.

**Altitude Levels:** Aerial combat involves movement in three dimensions in a way that is hard to model in the same kind of spatial concepts that operate on a conventional land battlefield. Flying enemies just a few paces overhead are outside the effective reach of land-bound melee weapons, and even ranged attacks are at somewhat of a disadvantage being launched against the force of gravity. At the same time, creatures in the air not only have mobility on their side but also have a commanding vantage point over the battle, using raining deadly missiles (whether launched or merely dropped) from above on units below. Much like the Battle Zone rules in the **Advanced Mass Combat** section, these altitude levels are abstract and do not represent specific physical distance. Instead, they provide a convenient



shorthand for determining the relative position of flying creatures in and around a battlefield.

**Ground Level:** Many if not most flying creatures use their flight to move swiftly from place to place and to obtain an advantageous view of the surround, but to actually engage in combat they must descend near enough to ground level to make use of their natural or manufactured weapon attacks. An aerial unit must move at ground level in order to attack or be attacked in melee.

**Low Altitude:** Units in this altitude zone are well out of range of melee attacks but can attack with (and be attacked by) ordinary ranged attacks. Aerial units can attack at this range with dropped items with reasonable accuracy.

**Medium Altitude:** Units in this altitude zone fly on the fringes of the battle zone, able to attack with (and be attacked by) siege weapons and other effects with very long range but otherwise out of reach of standard ranged attacks. Aerial units at this altitude can attack with dropped items but with little accuracy.

**High Altitude:** Units in this altitude zone are too far away to effectively attack units on the ground or be attacked by them.

**Aerial Reconnaissance:** In Earth's history, the first military application of airborne units was in the form of observation balloons, allowing commanders to get a good look at enemy troop dispositions from high above. If one side in a battle has aerial units and the other does

not, all armies on its side gain a +1 bonus to their OM and DV and has advantage on Scouting checks (see **Camouflage and Scouting**) to spot enemy armies on the battlefield. At medium altitude, an aerial unit gains a +2 bonus on Scouting checks to spot enemy armies anywhere in the same hex, even if they are not on the battlefield. At high altitude, an aerial unit gains a +1 bonus on Scouting checks to spot enemy armies in the same hex or any adjacent hex.

**Changing Altitude:** While aerial combat is assumed to be fluid and dynamic, with the ability to rapidly change location at high speed, the abstract altitude levels described above represent where an aerial unit is spending the majority of its time during a given Battle Phase. Each time a new Battle Phase begins, an aerial unit can adjust its altitude by one step, or by two steps with a successful Morale check.

**Visibility:** While aerial units provide spotting assistance to their allies, they are no less vulnerable to difficulties with visibility than are forces on the ground. They take the same penalties due to poor visibility that ground units take (see **Visibility**), and they have the same chance of damaging allied units when making ranged attacks in conditions of reduced visibility (see **Fog of War**).

**Weather:** Aerial units are more vulnerable to extremes of weather than are units on the ground. As such, any penalties that accrue to units due to **Weather** are increased by 1.

# WIND EFFECTS

Aerial units are vulnerable to strong winds, and aerial units are assumed to be spending some of their movement and maneuvering during the course of a battle just to counteract the force of the wind. However, ongoing winds have a cumulative effect on aerial units.

**TABLE 3-9: WIND EFFECTS (AERIAL)**

WIND STRENGTH	SPEED	DMG	PILOTING
<i>Light</i>	-	-	-
<i>Moderate</i>	1 hex	1	-1
<i>Strong</i>	2 hexes	1d3	-2
<i>Severe</i>	4 hexes	1d6	-4
<i>Windstorm</i>	6 hexes	2d6	-8
<i>Hurricane</i>	12 hexes	4d6	-16
<i>Tornado</i>	24 hexes	destroyed	impossible

**Wind Strength:** This refers to **Table 13-10: Wind Effects** in the *Pathfinder Roleplaying Game Core Rulebook*. To have this effect, the relevant wind speed must be present throughout the entire battle phase (lasting 1d6 hours).

**Speed:** Aerial units moving in the same direction as the wind add this amount to their daily speed; those moving against it subtract this amount from their daily speed. If this reduces their speed to zero, the unit is unable to make progress against the wind. If this reduces the unit's speed below zero, the unit is forced to move a number of hexes equal to the difference between its own speed and the wind's speed in the direction of the wind. The unit can avoid this forced movement by remaining on the ground. A smaller unit being carried by a larger unit moves with the largest unit.

**Drifting Away:** An aerial unit with a speed listed as **drift** is forced to move this number of hexes at the end of each Battle Phase.

**Tacking:** An aerial unit can move against the wind with a successful Morale check, adjusted by its Maneuverability. If the check succeeds, the unit treats the wind strength as one category less severe for the purpose of its speed, plus one additional category less severe for every 5 points by which the check exceeds the DC. Tacking is very tiring, however, and the unit automatically becomes fatigued after spending a day tacking.

**Piloting:** Aerial units take a penalty on Airworthiness and Maneuverability in high winds. This affects Morale checks made to maneuver and may preclude the use of certain aerial tactics that require a minimum maneuverability rating.

**Damage:** Operating in high winds places strain on aerial units. At the end of each Battle Phase (or each day of overland travel), an aerial unit must succeed on a Morale check or take the listed damage. An aerial unit that takes damage from high winds must

make a second Morale check or become fatigued (or exhausted, if already fatigued). Aircraft crews add their Airworthiness modifier to this check.

**Exceptions:** A unit comprised of creatures closely aligned with the element of air, such as djinni, treats wind effects as one step less severe. A unit comprised of creatures made of air, such as air elementals, treats wind effects as three steps less severe.

In terms of aircraft, a flying carpet or war rocket treats wind effects as one step less severe. A flying citadel treats wind effects as three steps less severe.

# AERIAL UNITS

Most aerial units in a mass combat situation are comprised of creatures that have the power of flight, whether with wings or through the power of their magic. Ordinary soldiers mounted on griffons, pegasi, dragons, or other flying creatures follow the rules for mounted combat outlined in the standard mass combat rules in terms of unit construction. In addition to flying creatures, however, fantasy battles can make use of fantastic aircraft.

**Chariots and Howdahs:** Any suitable flying creature can become a sort of flying vehicle by mounting a howdah on its back or having a winged chariot pulled behind it. These howdahs and chariots do not use the aircraft rules that follow but instead follow the same rules as their land-bound equivalents, as described previously. If the flying creatures bearing these chariots or howdahs are routed, their riders or passengers must succeed at a Morale check or be treated as the crew of an aircraft that has *crashed*. If the aerial creatures of their unit are killed, the riders automatically *crash*.

**Maneuverability:** Aircraft have a defined maneuverability modifier based on their type. When aerial units comprised of flying creatures must make a Morale check adjusted by their size and their maneuverability class, use the following table to determine their modifier:

**TABLE 3-10: MANEUVERABILITY MODIFIERS (AERIAL)**

MODIFIER	SIZE	MANEUVERABILITY
+4	Small or smaller	Perfect
+2	Medium	Good
+1	Large	-
0	Huge	Average
-1	Gargantuan	Poor

Modifiers apply for both size and maneuverability class and stack with each other and any other modifiers.

**Constructing Aerial Units:** Aerial units require a number of specialized units to be present in the city where they are built. Building an aircraft takes 1 month per 5 BP (or fraction thereof) of its cost.



**TABLE 3-11: AIRCRAFT CONSTRUCTION REQUIREMENTS**

AIRCRAFT	BUILDINGS REQUIRED
<i>Airship</i>	Aerie, Caster's Tower, Exotic Artisan
<i>Alchemical Dragon</i>	Aerie, Alchemist, Caster's Tower, Exotic Artisan
<i>Balloon</i>	Aerie, Exotic Artisan
<i>Carrion Carrier</i>	Aerie, Caster's Tower or Cathedral, Exotic Artisan, Graveyard
<i>Droque Wing</i>	Aerie, Exotic Artisan
<i>Floating Citadel</i>	Aerie, Alchemist, Brickyard, Exotic Artisan, Magical Academy, Military Academy, Observatory
<i>Flying Carpet</i>	Aerie, Exotic Artisan, Foreign Quarter or Magic Shop
<i>Glider</i>	Aerie, Exotic Artisan
<i>Solar Sailer</i>	Aerie, Alchemist, Exotic Artisan, Foundry, Magical Academy, Observatory
<i>War Rocket</i>	Aerie, Alchemist, Caster's Tower, Exotic Artisan, Foundry, Magic Shop, Military Academy



## AIRCRAFT DESCRIPTIONS

In a fantasy RPG, aircraft can be almost anything, from simple lighter-than-air craft and gliders to flying carpets, cloud castles, winged chariots, and even retro-punk technomagical devices powered by alchemical engines or solar sails.

**Airship:** This vessel is similar to a smallish longship but is held aloft by a massive balloon and guided by a contraption of sails and rudders.

**Alchemical Dragon:** The wooden body and metallic frame of this craft is borne aloft by arcane alchemical engines.

**Balloon:** This lighter-than-air craft is lifted by hot air and alchemical reagents producing buoyant gases. Lacking propulsion, the balloon carries an observation platform or basket beneath it, allowing pilot and passengers an advantageous view of the surround, though they are vulnerable to being blown away if not securely tethered to the ground (or another aircraft).



**Carrion Carrier:** This grotesque necrocrafted creation resembles a massive headless vulture or dragon, its tattered wings allowing a clumsy sort of transport within the ragged remnant of its ribcage and hollowed-out interior.

**Drogue Wing:** These personal gliders are sometimes used by cliff-dwelling or skyfaring races to range out into the lands below to harry those who would dare oppose them.

**Floating Citadel:** These aerial watchtowers float upon islands in the clouds, mounted either upon floating rocks enchanted to ride the skyways or on solidified clumps of cloud-stuff.

**Flying Carpet:** These enchanted rugs serve in some places as the floating firing platforms of skywarding sentinels and special couriers. In technomagical societies, such small hovering platforms might be called **sky sleds** or **rocket sleds** rather than the traditional flying carpet *per se*.

**Glider:** These aircraft ferry both goods and soldiers over long distances riding on the currents of the winds.

**Solar Sailer:** This technomagical conveyance of crystalline panels and vanes and frames of burnished metal converts the energies of the sun and stars into powerful lift to bear aloft a deck suitable for soldiers as well as cargo.

**War Rocket:** This brazen aerial dreadnought boasts fantastic speed as well as a bristling arsenal of weaponry, able to levitate in place as a floating battery or to chase down those who try to flee.

**DV:** The Defense Value (DV) for attacks made against the aircraft itself.

**Grounded Units:** The DV of an aircraft that is not flying is reduced by 4. This does not apply to units flying at ground level, but only to those that have not taken off or have been forced to the ground.

**Fragile:** Most aircraft are relatively fragile when attacked with heavy weapons, splintering and shattering their structural integrity and delicate mechanisms. An aircraft noted to be fragile takes double damage from

attacks with siege weapons, including siege weapons used by other aircraft.

**Cover:** If an attacking unit chooses to attack a unit carried on the target aircraft rather than the aircraft itself, the unit adds the listed modifier to its own DV against ranged attacks and against melee attacks when the units are not engaged. If already engaged with another aerial unit, this bonus no longer applies.

**Dmg:** When this amount of damage has been dealt to the aircraft, its mobility and stability are impaired. Its speed is reduced by 1 and it takes a -2 penalty its Airworthiness and Maneuver modifiers.

**Stall:** When this amount of damage has been dealt to the aircraft, its flight becomes erratic and unstable. Its penalty on Airworthiness and Maneuverability increases to -4, and at the end of each Battle Phase (or each day of overland travel) its crew must succeed on a Morale check or be forced to land. If the aircraft is at low altitude or ground level, it can land without difficulty. If it is at medium or high altitude, it must succeed at a second Morale check or it crashes when attempting to land. If a natural 1 is rolled on any Morale check to stay aloft, the aircraft immediately crashes.

**Crash:** When this amount of damage has been dealt to the aircraft, it is destroyed and any crew or passengers unable to fly on their own fall. If the aircraft is at ground level, those units take 2d6 points of damage and are fatigued. If the aircraft is at low altitude, those units take 4d6 points of damage and are exhausted. If the aircraft crashes from medium or high altitude, all crew and passengers are killed.

**Airworthiness:** This modifier applies on Morale checks made to stay safely aloft.

**Maneuver:** This modifier applies on Morale checks made to make tactical maneuvers during battle, including engaging or disengaging from opposing units.

**Cost:** The cost in Build Points (BP) to construct an aircraft of this type.

**Consumption:** Aircraft add 1/10 their Cost (rounding up) to the kingdom's monthly Consumption, although aircraft with a Cost under 5 BP have no Consumption cost. This does not include Consumption paid for their crews.

**TABLE 3-12: AIRCRAFT STATISTICS, COMBAT**

AIRCRAFT TYPE	DV	FRAGILE	COVER	DMG	STALL	CRASH	AIRWORTHINESS	MANEUVER
<i>Airship</i>	15	yes	+2	15	30	45	+2	-4
<i>Alchemical Dragon</i>	20	yes	+3	20	40	60	+2	-2
<i>Balloon</i>	5	yes	-	2	4	6	-5	-10
<i>Carrion Carrier</i>	13	no	+1	5	10	15	+0	+0
<i>Drogue Wing</i>	8	yes	-	0	0	1	-2	+4
<i>Floating Citadel</i>	30	no	+5	50	100	150	+10	-5
<i>Flying Carpet</i>	10	no	-	3	6	9	+2	+10
<i>Glider</i>	11	yes	+1	4	8	12	+0	+0
<i>Solar Sailer</i>	15	yes	+2	25	50	75	+2	-2
<i>War Rocket</i>	25	no	+4	30	60	90	+5	+0

**TABLE 3-13: AIRCRAFT STATISTICS, GENERAL**

SHIP TYPE	COST	CREW	PASS	CARGO	SPACES	SPEED	CLIMB	HOVER
<i>Airship</i>	40 BP	20	50	20 tons	2	6 hexes	yes	yes
<i>Alchemical Dragon</i>	50 BP	10	20	5 tons	2	6 hexes	yes	no
<i>Balloon</i>	1 BP	1	5	2 tons	-	drift	yes	yes
<i>Carrion Carrier</i>	10 BP	1	20	2 tons	-	2 hexes	yes	no
<i>Droque Wing</i>	1/2 BP	1	1	-	-	glide	no	no
<i>Floating Citadel</i>	200 BP	10	200	100 tons	8	2 hexes	yes	yes
<i>Flying Carpet</i>	15 BP	1	5	1 ton	-	3 hexes	yes	yes
<i>Glider</i>	2 BP	1	10	1 ton	-	glide	no	no
<i>Solar Sailer</i>	100 BP	20	20	50 tons	2	8 hexes	yes	yes
<i>War Rocket</i>	150 BP	20	50	20 tons	4	12 hexes	yes	no

**Crew:** The number of pilots, navigators, and engineers needed to crew the aircraft. A typical aircraft's crew is counts as an auxiliary army and counts against the kingdom's **Manpower** but not against its total number of armies. Up to half the aircraft's crew can serve as an artillerist unit to man any siege weapons on board; other artillerists must be carried as passengers.

**Pass.:** The number of passengers the ship can carry. This number is halved if the passengers are Large; for mounted units with Large mounts, each mount and its rider counts as one Large creature.

**Cargo:** The number of tons of cargo that can be carried by the ship. If you are using aircraft to establish a trade route with a *Trade Edict*, each BP of food or raw materials weighs 20 tons, each BP of goods weighs 10 tons, and each BP of luxuries weighs 1 ton.

**Spaces:** The number of spaces of siege weapon batteries that can be mounted on the aircraft (see *Siege Weapons*). No siege weapon battery can use more than half of the aircraft's available spaces (e.g., a war rocket can carry up to 4 total spaces of siege weapons but can mount only Huge siege weapons (requiring 2 spaces) or Large siege weapons (requiring 1 space)).

**Speed:** The daily speed of the aircraft in terms of overland movement across 12-mile hexes.

**Drift:** This aircraft has no propulsion system of its own and drifts with the wind. It may be tethered to the ground so that it does not fly away, though its tether can be broken as a free action by any enemy army that enters the Camp Zone or by any unit that devotes its attack in the Melee Phase to doing so.

Aircraft with a drift speed cannot use tactics that require rapid movement, including (but not limited to) Dive Bombing, Dogfighting, Soaring Sweep, Spectacular Flyover, and Strafing Run.

**Glide:** This aircraft has no propulsion system but can glide for considerable distances, depending on the height from which it is launched. This aircraft can glide 1 hex if launched from low altitude, 2 hexes from medium altitude, or 3 hexes from high altitude. This launch can

be from the top of a structure or terrain feature as well as from a larger aircraft already aloft.

**Climb:** Not all aircraft are capable of climbing. An aircraft that cannot climb may stay at its starting altitude and can descend, but it cannot regain altitude once lost.

**Hover:** Some aircraft can maintain a steady position in midair without needing to move.

## AERIAL COMBAT

Combat in the air functions similarly to combat on the ground, though a number of special rules apply. Rules for elevation, weather conditions, and aerial units are described above. The section that follows presents a series of rules specifically relevant to aerial units in a mass battle situation.

## AERIAL TACTICS

Aerial armies and units follow most of the same rules as their land-bound equivalents when it comes to strategy and tactics. This includes the ability to make use of most of the standard tactics that are appropriate for them, including Cautious Combat, False Retreat, Full Defense, Sniper Support, Spellbreaker, Taunt, and Withdraw from *Pathfinder Roleplaying Game Ultimate Campaign* and Covering Fire, Furious Charge, Feint, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Retreat, Screening Defense, Siegebreaker, Skirmishers, and Strafing Skirmishers from this book. Aerial units with the ability to hover also can use the Defensive Wall, Pike Square, and Volley tactics. In addition to these standard tactics, aerial units have a number of additional tactical options available to them.

**Airlift:** An aerial unit can forgo making a melee attack in order to transport a ground-based unit into or out of the battlefield. The aerial unit must be capable of carrying passengers, whether on an aircraft or using creatures at least one size category larger than the creatures being carried, and the total number of

creatures carried cannot exceed the passenger capacity of the aircraft or one-half the number of creatures in the aerial unit. An aerial unit can carry passengers of the same size as the creatures comprising the aerial unit, but the number it can carry is halved.

If you attempt to airlift an allied unit into a defended fortification or city, the defending armies are entitled to make a **Scouting** check (see **Scouting and Camouflage**) to spot your army. If they do so, any defending unit that is not engaged can attempt to oppose your landing. You must resolve your attempted landing as a **boarding action** (see below), applying any bonuses for the defending unit's fortifications (see **Defense** modifier for **Buildings** in the kingdom-building rules in Chapter 1 and in *Pathfinder Roleplaying Game Ultimate Campaign*). If you are not spotted, you can land unopposed and the army you airlifted can move and attack in the melee phase. You and the army you transport must begin the Battle Phase in the Ranged Zone.

If you are attempting to remove an allied unit from the battlefield, you can do so automatically if the unit is not engaged. If the unit is engaged, you and your allied unit must make **Morale** checks opposed by the **Morale** check of any enemy units engaged with the allied unit. If your **Morale** checks exceed all checks made by the opposing units, the airlift is successful, and you and your allied unit can retreat to the Camp Zone at the end of the Battle Phase. If one of your checks exceeds all of the enemy's checks but the other does not, the allied unit remains engaged but the aerial unit can retreat to the Ranged Zone. If both of your checks fail to beat all of the enemy unit **Morale** checks, the aerial unit ends its turn flying at Ground Level and the allied unit remains engaged. The aerial unit does not become engaged unless an enemy unit makes a successful melee attack against it. *Requirement:* aerial unit able to carry passengers.

**Boarding Action:** Your aerial unit (including units that are passengers on an aircraft) attempt to board another aircraft. Your unit and the target unit make opposed **Morale** checks, adjusted by **Maneuverability**. If your unit succeeds, your unit (if a unit of flying creatures) or crew or passengers (if an aircraft) can board the opponent aircraft and make a melee attack during the Melee phase. The defending unit adds the aircraft's **Cover** modifier to its DV against this attack, as well as on **Morale** checks to disengage.

If the melee attack fails, your boarding action is repulsed and the crew or passengers aboard the opponent's aircraft get to choose whether or not you remain engaged. They can choose to make a counterattack against you in the Melee phase without becoming engaged with your unit. If their attack succeeds and they choose not to become engaged with you, your unit must succeed on a **Morale** check or take 1d4 points of additional damage as some members of



your unit are pushed overboard and lost during your retreat. *Requirement:* flying unit.

**Bombing:** Your strong fliers can carry heavy objects aloft and drop them onto armies far below. An aerial unit of Large or larger creatures can make a ranged attack in the Ranged Phase with dropped bombs, though after dropping their load they must withdraw to the Camp Zone to replenish their supply. Aircraft can devote up to one-half of their cargo payload to bombs and can make as many bombing attacks as they wish (one per Ranged Phase) until their ammunition is exhausted. A bombing attack can be used as a bombardment, special bombardment, volley, or scatter volley attack (see *Siege Tactics*). If used to attack an enemy unit, use the following table.

**TABLE 3-14: BOMBING**

CREATURE SIZE	TONS OF CARGO	RV	DAMAGE
Large	1	+0	1d4
Huge	5	-1	1d6
Gargantuan	10	-2	1d8

This table assumes bombing is occurring at low altitude. Bombing can be done from medium altitude, resulting in a -4 penalty to RV but dealing double normal damage. If the target unit is engaged with a friendly unit, your allied unit automatically takes friendly fire damage (see **Friendly Fire**) from a bombing attack

performed at medium altitude. *Requirement:* flying unit of Large or larger creatures, or aircraft with at least 1 ton of cargo capacity.

**Combat Air Patrol:** Your unit is always ready to meet any challenge from airborne enemies, keeping your eyes on the skies rather than worrying about the battle below. You gain a +2 bonus on Scouting checks to spot enemy flying units and a +2 DV bonus against attacks by flying units. You cannot make attacks against armies on the ground when using this tactic. *Requirement:* flying unit at medium or high altitude level.

**Cut the Rigging:** Your unit attacks the target's propulsion and guidance system in an attempt to bring the aircraft down or impede its movement. You take a -2 penalty on your OM, MV, and RV when making this attack, and a successful attack deals only half normal damage. However, if the attack succeeds your target must succeed on a Morale check (modified by the aircraft's Airworthiness) or its rigging is *damaged*. If the aircraft is already damaged, a failed Morale check results in a *stall*. If already stalled, a failed Morale check causes the aircraft to *crash*. See **Table 6: Aircraft Combat Statistics** for the effects of the damage, stalling, or crashing.

**Dive-Bombing:** This style of bombing involves carrying bombs much closer in, from a high trajectory, in order to deliver greater force and accuracy though at a somewhat greater risk to the dive-bomber. Dive-bombing works similarly to bombing above but grants a +2 bonus to RV and a +1 bonus to damage. The creature or aircraft performing this tactic takes a -2 penalty to DV and on Morale checks made to disengage until the beginning of the next Battle Phase. *Requirement:* maneuverability class poor or better, or Maneuver score of -2 or better for aircraft.

**Dogfighting:** You have honed your skills at up-close flying and combat with flying foes, both to attack and to escape. You gain a +2 bonus on OM (or MV) against flying opponents and a +2 bonus on Morale checks made to disengage against flying opponents. *Requirement:* maneuverability class average or better for creatures, or Maneuver score of 0 or better for aircraft.

**Fly in Low:** Your squadrons hug the ground and use the natural contours of the land to hide your approach vector. Opposing armies take a -2 penalty on Scouting checks made to spot you. If you attack a unit on the ground that fails to spot you, you can make a melee attack during the Melee Phase without becoming engaged with that unit. If you are engaged with an aerial unit at low altitude or ground level, you gain a +1 bonus on Morale checks to disengage with them. Even if you fail this Morale check, you move to ground level and the enemy flying unit must also come down to ground level or else allow you to disengage. *Requirement:* flying unit

at ground level (or low altitude, if disengaging from an enemy flying unit).

**Out of the Sun:** Your squadrons have trained to fly as high as possible, placing the sun behind them so its glare hides their approach as they plunge down into battle on a careening plummet. Enemy units take a -4 penalty on Scouting checks to locate your unit. If you attack a unit that does not spot you, you gain a +2 bonus on OM, MV, and RV against that unit. If another unit has already used this tactic during the same Battle Phase, you gain only one-half the normal benefit. *Requirement:* flying unit at high altitude.

**Soaring Sweep:** Your unit is trained in making swift fly-by attacks against opponents on the ground, swooping across the battlefield and harrying the enemy. Your unit can attack two non-mounted armies in a single Battle phase. Your unit gains -4 OM and -2 DV for the remainder of the Battle phase and your attacks deal only half damage, but you are not considered engaged after attacking a ground-bound unit. *Requirement:* flying unit.

**Spectacular Flyover:** Your unit engages in daring aerobatics that distract your enemies and bring heart to your allies. Any enemy armies whose ACR is lower than yours take a -1 penalty to RV and on opposed Morale checks against any of your allied units (though not against you). In addition, you can choose one allied unit to gain a +1 bonus on all Morale checks until the beginning of the next Battle Phase. *Requirement:* flying unit with ACR of at least 5.

**Strafing Run:** Your unit knows how to fly low over the battlefield and riddle other units with ranged attacks. Your unit can attack two armies on the ground in a single Battle phase during the Ranged Phase. Your unit gains -2 RV and -2 DV for the remainder of the Battle phase and your attacks deal only half damage. If a unit you attack during a strafing run is engaged with a friendly unit, you automatically deal 1 point of friendly fire damage to that allied unit. You cannot attack in the Melee phase after making a strafing run. *Requirement:* flying unit at low altitude or ground level with ranged attack capability.

**Suicide Smash:** Your unit crashes its aircraft into the target, using the craft itself as a weapon. This functions like dive bombing, but you use your OM or MV instead of your RV, and if the attack hits you deal double damage to the target structure or unit. The crew and passengers of the aircraft are killed on impact. *Requirement:* aircraft with crew.

# FIGHTING UNITS ON THE GROUND

While aerial units spend a good amount of their time dealing with the aerial assets of the opposing army, at some point those in the sky will turn their attention onto those below. Aerial armies or units can always land and engage as a normal ground-bound army if they wish, or use hit and run tactics such as Skirmishers and Strafing Skirmishers (see **Tactics**) to attack and withdraw without becoming engaged with targets at ground level, in addition to the tactics described above.

## Ranged Attacks against Aerial Units:

Gravity itself impedes ranged attacks against units in the air. There is no penalty for attacking flying units at ground level; however, ranged attacks with standard ranged weapons take a -2 penalty on RV against flying units at low altitude and are useless against flying units at medium and high elevation. This also applies to indirect fire *siege weapons*, such as catapults, bombards, and trebuchets. Direct-fire *siege weapons* and equivalent long-range magical attacks take no penalty when attacking units at ground level or low altitude and a -2 penalty against aerial units at medium altitude, but aerial units at high altitude remain beyond their reach.

**Closed and Open Formation:** On a conventional battlefield, it is usually to the advantage of ground troops to cluster closely together for mutual support, maximizing the cover afforded by barriers and landforms and allowing them to concentrate their attacks with overwhelming strength. However, when aerial combat is introduced this becomes a more dangerous proposition. Falling objects, whether heavy single objects, scattered smaller objects, explosives, or other unconventional weapons, can easily circumvent ground-level barriers and devastate tightly packed clusters of soldiers.

As a result, in a world where flying foes are—if not exactly common—certainly a known quantity, successful commanders have developed strategies to help blunt the effectiveness of aerial opponents. The simplest strategy is to spread out their units, moving individual soldiers farther apart and giving them room to maneuver and react to danger from every direction, including from directly above.

Changing from open to closed formation is a choice that is made at the beginning of a battle, but it can be changed at the beginning of each Battle Phase thereafter, during the Tactical Phase. Shifting formation between open and closed is similar to changing **Strategy** and does not require a Morale check if the unit maintains the same Strategy it employed in the previous Battle Phase. If it attempts to change its Strategy and its formation during the same Tactical phase, it must succeed at a Morale check as if it had tried to change its Strategy by more than one step.

**Other Tactics for Ground Units:** The following special tactics are used by units on the ground as countermeasures that are especially effective against flying units.

**Camouflage Netting:** Your unit covers itself with artificial vegetation and covers of cloth and net that screen them off from notice or easy attack by flying foes.

The DC to spot your unit with Scouting checks is increased by 1, and you also gain a +1 DV bonus against melee attacks by aerial enemies. You gain a +1 bonus on Morale checks to avoid becoming engaged with an aerial unit, and they take a -1 penalty on Morale checks to avoid becoming engaged by you, as the same screens you use can be triggered to trap flying units that venture too near. You must be using the Hold Firm or Cautious Advance strategy when using Camouflage Netting and cannot use any tactics that require sudden or swift movement (GM's discretion). *Requirement:* none.

**Dig In:** Your unit digs itself foxholes and slit trenches that provide cover against aerial attackers as well as ground-bound enemies. You gain a +2 bonus on DV against ranged attacks and +1 to DV against melee attacks, though you take a -1 penalty on OM, RV, and MV. In addition, your speed is reduced by 1 during any Battle Phase in which you construct or use these shelters, and you take a -2 penalty on Morale checks made to retreat or disengage. You must be using the Hold Firm or Cautious Advance strategy when using Dig In and cannot use any tactics that require sudden or swift movement (GM's discretion). *Requirement:* none.

**Flak:** Your unit keeps its eyes focused on the skies, with ranged weapons at the ready. You gain a +2 bonus on DV against attacks by flying units. In addition, you may delay your attack from the Ranged phase to attack





an aerial unit that attacks you or an ally during the Melee phase. You resolve your ranged attack before their melee attack, with a +2 bonus to RV if the aerial unit attacks you. If your attack hits, the aerial unit must succeed on a Morale check (modified by its Airworthiness) or take a -1 penalty on OM, MV, RV, DV, Speed, and Maneuverability for the remainder of the battle.

You cannot attack in the Melee phase when using this tactic unless you are engaged with an enemy unit (including a unit which attacked and engaged you during the current Battle Phase), in which case you take a -4 penalty on OM and MV and deal only half damage on a successful attack. *Requirement:* ranged attack capability.

**Grapnels:** Your unit uses grappling hooks and ropes, either hand-thrown or launched from crossbows or siege weapons, to climb up into aircraft or try to bring them to the ground. You take a -2 penalty on your ranged attack against an aircraft flying at ground level and a -5 penalty against an aircraft at low altitude. You cannot use this tactic against aircraft at medium or high altitude.

If your ranged attack succeeds, you deal no damage but can attempt use a Boarding Action or Cut the Rigging attack against the vessel and its passengers and crew. Because you need to climb up to the vessel during this attack, you take a -5 penalty on your OM and MV as well as on opposed Morale checks while using those tactics. These penalties are halved if the creatures comprising your unit have a climb speed. *Requirement:* cannot have medium or heavy armor, ranged weapons (not merely ranged attack capability).

## WAR AT SEA

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy RPG to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in an RPG campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

# NAVAL OPERATIONS

Naval battles are similar in many ways to ground combat, as long as all of the combatants are operating in the same plane, like a fleet of ships fighting another fleet of ships. Unlike aerial battles, which always occur in three dimensions, sea battles *might* have that added level of complexity, but it is not always the case.

**Sea Level:** When all combatants are operating on the surface of the water, active participants operate in the same zones described previously in this chapter.

**Melee:** Vessels and creatures in the melee zone are considered to be engaged in active boarding actions against one another, either from ramming and coming aside with bridges or by swinging from yardarms across onto the decks of enemy ships. Aquatic monsters operating at this level are considered to be clambering up the sides of a ship or reaching into it from the water and directly engaging the crew.

**Ranged:** Most shipboard combat occurs at this range, either with standard ranged weapons in the hands of their crews or with siege weapons.

**Camp:** This zone represents ships hanging back from active participation in the battle. It may include transport and supply ships, damaged vessels limping toward safety, or simply ships being held in strategic reserve. Ships considered in the Camp Zone may still be targeted with siege weapons, and enemy ships can make a concerted effort to close with them and prevent their escape.

**Command:** The Command Zone represents the flagships of the respective fleets. While there is an element of realism to suppose that any ship in the enemy fleet might be targeted at any time, the same rules of dramatic tension and abstraction apply in a fleet engagement as they do in a land battle, and the enemy commanders are generally assumed to survive to the endgame of any naval battle. When the Command Zone is overrun, enemy commanders can be engaged directly by the PCs using standard *Pathfinder Roleplaying Game* combat rules or can be captured or otherwise dealt with as described in **Victory, Defeat, and Aftermath**.

**Depth Levels:** When dealing with aquatic creatures or unusual naval units, naval battles can suddenly become a lot more complex, as some units in a battle may be operating exclusively on the surface but others may not have that limitation. When a battle involves one or more units that can operate underwater, sea battles use a second set of zones that operate similarly to the zones used in land battles and, more specifically, to the aerial combat altitude levels. Like them, these depth levels are abstract and do not represent specific physical distance, but rather a simple shorthand for describing the relative position of creatures in or under the water where a naval battle is occurring.

**The Surface:** Most naval battles take place at the surface level, for the simple reason that most creatures even in a magical campaign world that focuses on events on land cannot breathe or move easily in the water. Swimming creatures may dive underwater to escape detection or combat, but they must rise to the surface level to use their own natural or manufactured weapon attacks. An aquatic unit must move at the surface in order to attack or be attacked in melee.

**The Shallows:** Units in this depth zone are beyond the reach of melee attacks, except by other creatures that are also swimming in the shallows. However, they can still see creatures and vessels on the surface and can be seen themselves, though with some difficulty. Creatures in the shallows can attack with or be attacked by ranged attacks, though such attacks are made at a substantial penalty.

**The Deep:** Units in this depth zone cannot effectively see units on the surface or be seen by them and are too far away to effectively attack or be attacked by them.

**The Seafloor:** This is a special depth zone that applies whenever there is a submerged structure or terrain that is relevant to the course of a battle. The Seafloor can exist in the Shallows or the Deep, depending on the depth of the water. A battle on the Seafloor works similarly to a second Surface depth level, in that creatures on the Seafloor and creatures in the adjoining Shallows or Deep can engage in ranged combat but cannot engage in melee unless either the swimming creatures come down to the Seafloor or the creatures on the Seafloor leave it and swim up into the open water.

**Changing Depth:** While naval combat is assumed to be fluid and dynamic, with the ability to rapidly change location at and direction, the abstract depth levels described above represent where a naval unit is spending the majority of its time during a given Battle Phase. Most conventional naval units spend all of their time on the surface, but swimming creatures or special vehicles able to move underwater can change their depth level throughout the course of a battle. Each time a new Battle Phase begins, naval units capable of submerging can adjust their depth by one step, or by two steps with a successful Morale check.

## WIND EFFECTS

While naval units are not quite as vulnerable to high winds as are aerial units, they are still subject to being buffeted by high winds and tossed about by surging seas kicked up by stormy weather. Naval units are generally assumed to be maneuvering constantly throughout a battle to maintain an advantageous position with respect to the wind and their opponents, but ongoing strong winds can have a deleterious effect on the combat effectiveness of naval units.



**TABLE 3-15: WIND EFFECTS (NAVAL)**

WIND STRENGTH	SPEED	DMG	PILOTING
<i>Light or Moderate</i>	-	-	-
<i>Strong</i>	1 hex	1	-1
<i>Severe</i>	2 hexes	1d3	-2
<i>Windstorm</i>	4 hexes	1d6	-4
<i>Hurricane</i>	6 hexes	2d6	-8
<i>Tornado</i>	12 hexes	4d6	-16

**Wind Strength:** This refers to **Table 13-10: Wind Effects** in the *Pathfinder Roleplaying Game Core Rulebook*. To have this effect, the relevant wind speed must be present throughout the entire battle phase (lasting 1d6 hours).

**Speed:** Naval units moving in the same direction as the wind add this amount to their daily speed; those moving against it subtract this amount from their daily speed. If this reduces their speed to zero, the unit is unable to make progress against the wind by sailing, though units with a row speed (including vehicles powered by alchemical engines rather than creatures pulling the oars) can move at their row speed.

**River Travel:** Ships moving downriver move an additional 2 hexes per day.

**Tacking:** A naval unit can move against the wind with a successful Morale check, adjusted by its Maneuverability. If the check succeeds, the unit treats the wind strength as one category less severe for the purpose of its speed, plus one additional category less severe for every 5 points by which the check exceeds the DC. Tacking is very tiring, however, and the unit automatically becomes fatigued after spending a day tacking.

**Piloting:** Naval units take a penalty on Seaworthiness and Maneuverability in stormy seas. This affects Morale checks made to maneuver and may preclude the use of certain nautical tactics that require a minimum maneuverability rating.

**Damage:** Operating in stormy weather places strain on naval units. At the end of each Battle Phase (or each day of overland travel), a naval unit must succeed on a Morale check or take the listed damage. An aerial unit that takes damage from high winds must make a second Morale check or become fatigued (or exhausted, if already fatigued). Ship crews add their Seaworthiness modifier to this check.

# NAVAL UNITS

Naval units are a bit different from aircraft when it comes to both kingdom-building and mass combat by the simple fact that ships are such a familiar and customary part of the commerce and activity of any nation and its waterways. They can be a focus element, or they can recede into the background, similarly to the implied police forces and general militia of a nation represented by its Stability checks. If not wholly in the background, ships can be engaged on a fairly basic level in a way that keeps the focus on land battles. While armies can traverse land easily enough, for crossing water or traveling upriver or down they require ships to transport them. The basic ship types described in the *Pathfinder Roleplaying Game Core Rulebook* provide a simple basis for involving waterborne transport and combat in conjunction with the mass combat rules. This product therefore presents two sets of rules for ships, because for some these relatively simple rules provide all the integration they need or want for incorporating ships with a primarily land-based mass combat simulation.

**Chariots and Howdahs:** Any suitable aquatic creature can bear passengers into combat by mounting a howdah on its back or having a floating chariot pulled behind it. These howdahs and chariots do not use the ship rules that follow but instead follow the same rules as their land-bound equivalents. Such conveyances are dangerous, however, unless the aquatic creatures are well-trained, as swimming units bearing such passengers will typically dive underwater if they are routed. A unit of riders unable to breathe water is treated as the crew of a ship that has *sunk*.

**Maneuverability:** Like aircraft, ships have a defined maneuverability modifier based on their type. When aquatic units comprised of swimming creatures must make a Morale check adjusted by their size:

**TABLE 3-16: MANEUVERABILITY MODIFIERS (AQUATIC)**

MODIFIER	SIZE
+4	Small or smaller
+2	Medium
+1	Large
0	Huge
-1	Gargantuan
-2	Colossal

**Constructing Ships:** Building keelboats, longboats, and longships can be done in any city with Piers. Building galleys, sailing ships, and warships, however, necessitates a Waterfront. Building a ship takes 1 month per 5 BP (or fraction thereof) of its cost if built using Piers; 1 month per 10 BP (or fraction thereof) if built in a Waterfront. When a ship is completed, its crew is automatically recruited without the need for a separate Recruitment Edict; this applies only to the ship's actual crew, not to artillery units or other passengers.

**TABLE 3-17: SHIP CONSTRUCTION REQUIREMENTS**

SHIP	BUILDINGS REQUIRED
<i>Barge</i>	Piers
<i>Canoe</i>	-
<i>Canoe, War</i>	-
<i>Cutter</i>	Waterfront
<i>Dreadnought</i>	Alchemist, Foundry, Magical Academy, War College, Waterfront
<i>Galleass</i>	Alchemist, Exotic Artisan, Waterfront
<i>Galley, Great</i>	Exotic Artisan, Waterfront
<i>Galley, Lesser</i>	Waterfront
<i>Greatship</i>	Exotic Artisan, Waterfront
<i>Ironclad</i>	Alchemist, Foundry, War College, Waterfront
<i>Junk</i>	Exotic Artisan, Piers
<i>Keelboat</i>	Piers
<i>Longboat</i>	-
<i>Longship</i>	Piers
<i>Raft</i>	-
<i>Roundship</i>	Piers
<i>Rowboat</i>	-
<i>Sailing Ship, Large</i>	Waterfront
<i>Sailing Ship, Medium</i>	Waterfront
<i>Sailing Ship, Small</i>	Waterfront
<i>Skiff</i>	-
<i>Submersible, Small</i>	Foundry, Magical Academy, Piers
<i>Warship</i>	War College, Waterfront

# SHIP DESCRIPTIONS

History offers a wealth of different ships powered by oar and sail, and in a fantasy game alchemical steam or more exotic means of propulsion are certainly viable options for military watercraft.

**Barge:** A simple flat-bottomed cargo vessel with open decks and sometimes a small pilot house, sometimes towed by other vehicles or by land-bound draft teams and other times equipped with sails, poles, or oars. Barges are sometimes outfitted as floating pleasure palaces for the wealthy or as deadly firing platforms.

**Canoe:** A small personal watercraft, maneuverable and favored on lakes and rivers. Canoes are easily portable and typically made of simple materials, such as stretched hides (coracle) or hollowed-out logs (dugout).

**Canoe, War:** A deep-hulled canoe, often with outriggers for stability, and often with a stepped (removable) mast for sailing, war canoes can move with considerable speed crewed by a team of rowers who usually double as warriors.

**Cutter:** A narrow-hulled sailing vessel, usually with either a large lateen foresail and a small square sail aft, or a single mast with foresails rigged to a bowsprit. Also called a ketch, pinnace, or sloop, these ships can manage deep-water voyages but are also swift and maneuverable and able to pull in close to shore. Often used as patrol craft to hunt pirates, slavers, and smugglers.



**Dividing Bell:** This reinforced metallic capsule has no propulsion system but is lowered from a larger ship to allow explorers or troops to descend underwater and then raise them up again when their job is done. A diving bell usually has a renewing supply of pumped air as long as it remains tethered to its mother ship.

**Dreadnought:** A massive alchemically powered ironclad, usually driven by paddlewheels amidships or astern, guided by a small crew but often bristling with armament that dwarfs that of smaller vessels.

**Galleass:** A large, high-sided galley with additional sail and a separate gunnery deck over the heads of the rowers and often mounted with castles fore and aft. Sometimes a bit slower than traditional galleys, their additional firepower more than made up for their lack of speed.

**Galley, Great:** These massive oared vessels are driven by over a hundred rowers driving multiple banks of oars, though their sails also allow them to take advantage of the wind. Their swift ramming strikes demolish smaller ships in their path while their full decks enable them to carry cargo, passengers, or siege engines.

**Galley, Lesser:** A smaller version of the galley with a smaller complement of rowers arrayed in usually only one to three banks of oars in an open hull with partial decking for catwalks and storage. Swift and nimble, lesser galleys make swift hit and run strikes but rarely venture far from land.

**Greatship:** A large sailing vessel adapted for war, also called a carrack, nao (nau), man o'war, or ship of the line, a greatship has high castles fore and aft and fighting tops dot its rigging to allow it to rain death upon the decks of other ships. Greatships are top and front-heavy, and less seaworthy than their merchant cousins.

**Ironclad:** Slow but indomitable, ironclads are terrifying in battle as long as allied vessels can slow down the enemy enough to prevent their escape.

**Junk:** This flat-bottomed sailing ship has no keel but a partitioned hold with watertight compartments and a broad, flat deck. Its hull and ribbed sails make it seaworthy even in severe tropical storms.

**Keelboat:** These large flat-bottomed boats are popular river craft and lake vessels. While they do not tolerate adverse weather well, their sails expedite passage upriver or against currents, while their oars and poles keep them safe from sand bars and similar hazards.

**Longboat:** These sturdy oared craft, also called launches or whaleboats, can withstand heavy surf and are often carried by larger vessels to transport passengers or cargo to shore and back.

**Longship:** With enough seaworthiness to venture into deep ocean waters but a shallow enough draft to ride up onto shore, and able to switch easily between oar and sail, a longship or drakkar has impressive versatility.

**Nautilus:** This sleek ironclad cuts through the water like a blade whether at the surface or below the waves, powered by an alchemical engine and a magically replenishing air supply and airlocks.

**Raft:** Little more than sawn logs or planks lashed together or onto a collection of barrels, rafts are easily built but fragile in rough seas. In calm backwaters, they are used for travel and habitation.

**Roundship:** These single-masted, round-hulled vessels float lightly in the water and are easy to drive up onto a beach without harm, making these knarrs (or knorrs) popular with seaborne raiders.

**Rowboat:** Typically confined to shallow or calm waters, these small vessels (also called pirogues or dinghies) are nimble but vulnerable to high seas and are driven by a pair of oars.

**Sailing Ship, Large:** These lumbering galleons, outfitted with three to four decks and masts, are sturdy and capacious enough for long oceanic voyages.

**Sailing Ship, Medium:** The workhorse of the sea lanes and trade winds, these two-masted ships like the caravel have a square-rigged mainmast for speed and a lateen mizzenmast for maneuverability.

**Sailing Ship, Small:** A single-masted ship, whether square or lateen-rigged, with a rounded, sturdy hull. Not particularly fast or maneuverable, their hull planks are often nailed in overlapping rows (clinker built) or sewn together. Some have full decks (dhows), while others are built with only partial decks (cog, nef).

**Skiff:** This long, flat-bottomed boat has a very shallow draft and no keel or rudder. Also called a gondola, wherry, or punt, a skiff is steered and propelled by one crewman standing with a large oar or pole. Often used for fishing, skiffs also carry cargo in shallow, calm waters like canals, lakes, and marshes.

**Submersible:** A small personal underwater craft such as an *apparatus of the crab* (see the *SRD*), able to move by magic and keep its crew submerged for short periods of time.

**Warship:** This military vessel of advanced design is equally swift whether driven by sail or sweeps. Warships or dromonds are highly maneuverable and full decks shield their rowers from enemy missiles.

# SIMPLE SHIP RULES

If ships are not going to play a major role in your kingdom-building or mass combat campaign, you may want to limit the options for ships to the following six ship types described in the *SRD*.

**TABLE 3-18: SIMPLE SHIP TABLE**

SHIP TYPE	COST	SPACES	FP	CREW	PASS.	CARGO	ROW	SAIL	SAFE WATERS
<i>Galley</i> <sup>R</sup>	10 BP	4	10	100	200	150	8 hexes	4 hexes	Coastal
<i>Keelboat</i>	1 BP	-	2	10	50	20	1 hex	2 hexes	Rivers, Coastal
<i>Longboat</i>	1/2 BP	-	-	-	10	2	1 hex	-	Rivers, Coastal
<i>Longship</i>	7 BP	-	4	50	100	50	3 hexes	6 hexes	Coastal, Deep Water
<i>Sailing Ship</i>	10 BP	4	6	20	200	200	-	4 hexes	Coastal, Deep Water
<i>Warship</i> <sup>R</sup>	15 BP	4	8	50	100	100	5 hexes	5 hexes	Coastal, Deep Water

<sup>R</sup> These ships mount a ram to use in making *ramming* attacks.

**Cost:** The cost in Build Points (BP) to construct a ship of this type. Costs listed here represent average values and do not necessarily match specific ship costs on *Table 3-18: Simple Ship Table* or *Table 3-19: Ship Statistics, General*.

**Consumption:** Ships add 1/10 their Cost (rounding down) to the kingdom's monthly Consumption, although ships with a Cost under 5 BP have no Consumption cost. This does not include Consumption paid for their crews.

**Spaces:** This refers to the number of spaces of *siege weapons* that can be carried by a ship. A battery of Large siege weapons takes up 1 space, Huge weapons 2 spaces, and Gargantuan weapons 4 spaces. Because these weapons must be split on both sides of a ship, no more than one-half of a ship's siege batteries (minimum 1) can be used to target the same enemy unit or building.

**FP:** The number of *Fortification Points* (FP) that must be depleted before the vessel's BP value can be directly attacked.

**Crew:** The number of sailors needed to crew the ship. A typical ship's crew counts as an auxiliary army,

similar to units of *artillerists*, and count against the kingdom's **Manpower** but not against its total number of armies. Up to half the ship's crew can serve as an artillerist unit to man any siege weapons on board; other artillerists must be carried as passengers.

**Pass.:** The number of passengers the ship can carry. This number is halved if the passengers are Large; for mounted units with Large mounts, each mount and its rider counts as one Large creature.

**Cargo:** The number of tons of cargo that can be carried by the ship. If you are using ships to establish a trade route with a **Trade Edict**, each BP of food or raw materials weighs 20 tons, each BP of goods weighs 10 tons, and each BP of luxuries weighs 1 ton.

**Row/Sail:** The daily speed of the ship using each mode of propulsion.

**Safe Waters:** The listed terrain types are generally safe for travel in a ship of this type in terms of seaworthiness. If a ship tries to sail in water terrain outside its safe waters, the kingdom owning it must attempt a Stability check. If the check fails, the ship is lost at sea.

**TABLE 3-19: SHIP STATISTICS, GENERAL**

SHIP TYPE	COST	SIZE	CREW	OARS	PASS.	ROW	SAIL	SAFE WATERS
<i>Barge</i>	1 BP	Garg	5	50	100	1 hex	-	Rivers, Coastal
<i>Canoe</i>	1/50 BP	Small	1	*	1	3 hexes	-	Rivers, Coastal
<i>Canoe, War</i>	1/2 BP	Medium	1	10	5	4 hexes	2 hexes	Rivers, Coastal, Deep Water
<i>Cutter</i>	5 BP	Large	5	10	5	1 hex	6 hexes	Coastal, Deep Water
<i>Diving Bell</i>	1 BP	Medium	1	-	5	-	-	any, Underwater
<i>Dreadnought</i> <sup>R</sup>	80 BP	Colossal	1	-	100	7 hexes	-	Coastal, Deep Water
<i>Galleass</i> <sup>R</sup>	20 BP	Colossal	50	150	100	8 hexes	6 hexes	Coastal
<i>Galley, Great</i> <sup>R</sup>	15 BP	Colossal	20	200	200	8 hexes	8 hexes	Coastal
<i>Galley, Lesser</i> <sup>R</sup>	5 BP	Huge	5	50	20	6 hexes	3 hexes	Coastal
<i>Greatship</i>	25 BP	Colossal	50	-	500	-	4 hexes	Coastal, Deep Water
<i>Ironclad</i> <sup>R</sup>	30 BP	Garg	10	50	20	2 hexes	2 hexes	Coastal
<i>Junk</i>	8 BP	Huge	5	-	5	-	4 hexes	Coastal, Deep Water

SHIP TYPE	COST	SIZE	CREW	OARS	PASS.	ROW	SAIL	SAFE WATERS
Keelboat	1 BP	Large	1	10	50	1 hex	2 hexes	Rivers, Coastal
Longboat	1/4 BP	Medium	1	10	-	1 hex	-	Rivers, Coastal
Longship	7 BP	Huge	50	100	-	6 hexes	4 hexes	Coastal, Deep Water
Nautilus <sup>R</sup>	50 BP	Large	10	-	20	8 hexes	-	Coastal, Deep Water, Underwater
Raft	1/20 BP	Medium	5	*	5	1 hex	-	Coastal, Rivers
Roundship	3 BP	Large	5	10	10	4 hexes	4 hexes	Coastal, Deep Water
Rowboat	1/50 BP	Small	1	*	1	3 hexes	-	Coastal, Rivers
Sailing Ship, L	10 BP	Colossal	20	-	500	-	4 hexes	Coastal, Deep Water
Sailing Ship, M	6 BP	Huge	10	-	50	-	4 hexes	Coastal, Deep Water
Sailing Ship, S	3 BP	Large	5	-	20	-	4 hexes	Coastal
Skiff	1/20 BP	Medium	1	*	5	2 hexes	-	Coastal, Rivers
Submersible <sup>R</sup>	15 BP	Small	1	-	1	2 hexes	-	any, Underwater
Warship <sup>R</sup>	15 BP	Garg	10	50	200	5 hexes	5 hexes	Coastal, Deep Water

<sup>R</sup> These ships mount a ram to use in making *ramming* attacks.

\* All crew members of these small vessels man the oars.

Except as noted above, all notes pertaining to **Table 3-20: Simple Ship Table** also apply to Table 3-21. The ships in Table 3-20 represent an averaged value among many ship types reflected in Table 3-21 and do not necessarily precisely replicate the statistics of ships described on Table 3-21.

**Size:** This represents the ship's size relative to other ships. These size categories are not equivalent to the size categories of creatures, as many ships are larger than several gargantuan creatures put together.

**TABLE 3-20: SHIP STATISTICS, COMBAT**

SHIP TYPE	DV	COVER	SPACES	DMG	WRECK	SUNK	SEAWORTHINESS	MANEUVER
Barge	13	-	6	10	20	30	+0	-10
Canoe	8	-	-	0	0	1	-2	+4
Canoe, War	11	-	-	4	8	12	+0	+2
Cutter	14	+1	1	6	12	18	+2	+2
Diving Bell	12	+1	-	3	6	9	-2	-10
Dreadnought <sup>B</sup>	30	+6	12	35	70	105	+2	+2
Galleass <sup>B</sup>	22	+3	6	28	56	84	+0	-2
Galley, Great <sup>B</sup>	18	+1	4	20	40	60	+0	-2
Galley, Lesser <sup>B</sup>	12	-	1	10	20	30	-2	+0
Greatship	22	+3	8	28	56	84	+4	-6
Ironclad <sup>B</sup>	25	+4	6	25	50	75	-2	-4
Junk	13	+2	4	15	30	45	+6	+0
Keelboat	11	+1	1	10	20	30	-2	-2
Longboat	10	-	-	0	1	2	+0	+2
Longship	14	-	-	10	20	30	+4	+0
Nautilus <sup>B</sup>	25	+4	1	20	40	60	+4	+2
Raft	5	-	-	0	1	2	-4	-4
Roundship	12	-	-	6	12	18	+2	+2
Rowboat	6	-	-	0	0	1	-4	+4
Sailing Ship, Lg.	17	+2	4	25	50	75	+6	-4
Sailing Ship, Md.	15	+1	2	15	30	45	+4	-2
Sailing Ship, Sm.	13	-	1	8	16	24	+2	-2
Skiff	10	-	-	0	0	1	-4	+2
Submersible <sup>B</sup>	20	+3	-	4	8	12	+2	+4
Warship <sup>B</sup>	20	+2	4	21	42	63	+0	+2

<sup>R</sup> These ships mount a ram to use in making *ramming* attacks.

**DV:** The Defense Value (DV) for attacks made against the ship itself.

**Anchored Units:** The DV of a ship at *anchor* is reduced by 2.

**Docked Units:** The DV of a ship that is *beached* or *docked* is reduced by 4.

**Cover:** If an attacking unit chooses to attack a unit carried on the target ship rather than the ship itself, the unit adds the listed modifier to its own DV against ranged attacks and against melee attacks when the units are not engaged. If already engaged with another naval unit, this bonus no longer applies.

**Spaces:** This refers to the number of spaces of *siege weapons* that can be carried by a ship. A battery of Large siege weapons takes up 1 space, Huge weapons 2 spaces, and Gargantuan weapons 4 spaces. Because these weapons must be split on both sides of a ship, no more than one-half of a ship's siege batteries (minimum 1) can be used to a target the same enemy unit or building.

**Dmg:** When this amount of damage has been dealt to the ship, its mobility and structural integrity are impaired. Its speed is reduced by 1 and it takes a -2 penalty its Seaworthiness and Maneuver modifiers.

**Wreck:** When this amount of damage has been dealt to the ship, it is crippled and barely able to function. Its speed is reduced to 1 hex and its penalty on Seaworthiness and Maneuverability increases to -4, and at the end of each Battle Phase (or each day of overland travel) its crew must succeed on a Morale check or the ship begins to sink (see below). If the ship is in a hex adjacent to land, it can limp to shore and dock or beach itself before it sinks, assuming its landing is not opposed. If forced into an opposed landing or if it is more than one hex from land its crew can attempt a second Morale check to get the ship to shore; if the check is failed the ship sinks. If the ship rolls a natural 1 on a Seaworthiness check while Wrecked, it immediately sinks.

Sailing a wrecked ship is a great strain on the crew, and at the end of each Battle Phase (or day of overland travel) the crew must succeed on a Morale check or take 1 point of damage and become fatigued.

**Sunk:** When this amount of damage has been dealt to the ship, it is destroyed and its crew, passengers, and cargo are deposited in the water. Any units on board the ship when it sinks, including its crew, artilleryists, or other passengers, takes 1d6 points of damage and must make a Morale check; if failed, the unit takes double damage and becomes fatigued. During the Melee Phase, allied naval units can attempt a *rescue* (or allied aerial units an *airlift*) during the Melee Phase, and if in Coastal or River terrain surviving units from the sunken ship can forgo making a melee attack and instead attempt a Morale check to make their way to shore. A successful check brings them to the shore, but if there are enemy units not engaged that have not yet attacked in the Melee phase, they can oppose the unit's landing (see *Docking* under **Naval Tactics**).

If there is an allied ship *anchored* on the battlefield, a successful Morale check allows a unit to swim to that ship instead of to shore. If the ship does not have sufficient passenger capacity to carry a unit swimming to it in this fashion, all units aboard the ship are treated as fatigued until the excess passengers are removed.

**Blood in the Water:** Units floating in the water on the wreckage of a ship are vulnerable to attack and have a difficult time fighting back, taking a -4 penalty on DV, AV, RV, and OM.

**Shipwrecked:** Units that are not rescued or able to reach the shore by the end of the current Battle Phase (or within 8 hours, if in overland travel), this Morale check must be repeated; failure deals 1d6 points of damage and results in exhaustion. This Morale check must be repeated at the end of every Battle Phase or every 8 hours. A unit already exhausted is destroyed on a failed Morale check, regardless of its hit points.

**Seaworthiness:** This modifier applies on Morale checks made to stay safely afloat or otherwise avoid damage or destruction of the ship or its key components.

**Maneuver:** This modifier applies on Morale checks made to make tactical maneuvers during battle, including engaging or disengaging from opposing units.

## NAVAL COMBAT

While armies can traverse land easily enough, for crossing water or traveling upriver or down they require ships to transport them. A handful of standard medieval ship types can be used to provide a simple basis for waterborne transport and combat in conjunction with the mass combat rules. This section presents two sets of rules for ships, because for some these relatively simple rules provide all the integration they need or want for incorporating ships with a primarily land-based combat simulation, while others may enjoy a much more robust set of options.

**Commanders and Ships:** For commanders assigned to the crew of a ship or to leading a unit that is fighting on board a ship, use the following Leadership Bonus (LB) in lieu of the commander's normal LB.

**LB (Naval):** Determine LB (naval) as described in **Advanced Warfare** above, substituting Profession (sailor) for Profession (soldier).

**Ships as Support Vehicles for Land Battles:** Sometimes a full-scale naval combat system is not really what is needed in a particular battle scenario. Ships may exist as part of the battle scenario or objective, but they may not have the cause to engage in a ship-to-ship combat or fleet actions. Instead, they may function as transportation for armies, using their passenger capacity to move troops more quickly along waterways than the troops themselves could move on land.

Alternatively, ships can serve as mobile artillery batteries, training their siege engines where desired.



These ships can serve as more than transportation using the same abstract battlefield zones used in land battles. In general terms, ships always remain in the Ranged Zone with respect to armies on land, as the open water constitutes an impassable barrier to land-bound armies (see **Terrain**). Ships carrying soldiers armed with ranged weapons can make ranged attacks every Battle phase, though they cannot engage in melee unless they dock or beach themselves and debark their passengers. Ships armed with siege weapons can use those weapons as easily as a land-bound artillery battery.

**Ships and Close Assault Siege Weapons:** Ships can mount rams (as noted in [Table 3-18: Ship Statistics, Combat](#)), which they can use to make ramming attacks against other ships. A ram takes up no spaces.

A ship can also mount an assault bridge. This functions as described under [Siege Weapons](#), but it also grants a +1 MV bonus when making melee attacks against units on board other ships, and a +1 bonus on opposed Morale checks made to prevent an enemy ship or enemy unit on board a ship from disengaging, retreating, or withdrawing.

**Shipboard Units:** When facing other ships or aquatic armies, armies on board a ship can move into the Melee zone with units on other ships or with units on the surface of the water. Units on board ships follow the same rules for engagement as armies do on land, though shipboard armies gain a +2 bonus to Morale checks made to disengage when they use the Retreat or Withdraw tactic (see **Tactics**). The ship itself does not fight in melee, of course; it is simply a platform upon which the unit it carries can fight, though the ship's crew can make ramming attacks using the ship itself as a weapon.

Shipboard units can also use ranged attacks, and in many naval battles ranged attacks are used almost exclusively until one ship has been pounded into submission or sinking, after which the victor closes in for a boarding action. Ranged attacks can be directed at the ship itself or at units on board the ship, but there is always some collateral damage in either direction. That is, a successful ranged attack against a shipboard unit also deals 1d3-1 (minimum 0) points of damage to the ship itself. Likewise, a successful attack against the ship deals 1d3-1 points of damage to one of the units on board. Generally speaking, the defender chooses which unit takes this damage; however, on a natural 20 the attacker chooses which unit takes this damage.

**Underwater Units:** Aquatic units on the surface can make melee and ranged attacks against other units (including ships) on the surface and vice versa. In addition, the crew of a ship can make a [ramming](#) attack during the Melee Phase against an aquatic unit comprised of Large or larger creatures. Smaller creatures cannot be effectively rammed.

Creatures able to move underwater can attack ships in the Melee Phase as long as they are in the shallows, though they cannot be attacked in return during that phase. Ranged attacks made between aquatic units in the Shallows and units (including ships) on the surface take a -4 RV penalty due to the cover and concealment afforded by the water's surface.

**Minelaying:** A ship equipped with [mines](#) can use them during the Ranged Phase as indirect-fire ranged weapons (+0 RV modifier) against creatures in the Shallows, or even against creatures in the Deeps (-10 RV modifier). Alternatively, in the Melee Phase it can forgo an attack to use its mines to lay a minefield. Underwater

creatures gain a +5 bonus on Scouting checks (see **Camouflage and Scouting**) to notice an underwater minefield.

## NAVAL TACTICS

Whether they are units comprised of swimming creatures or the crew and marines aboard ships, naval units follow most of the same rules as their land-bound equivalents, including all of the strategic options available to land-bound units as well as tactics like Cautious Combat, False Retreat, Full Defense, Sniper Support, Spellbreaker, Taunt, and Withdraw from *Pathfinder Roleplaying Game Ultimate Campaign* and Covering Fire, Overwhelming Onslaught, Pincer Maneuver, Pursuit, Retreat, Screening Defense, Siegebreaker, Skirmishers, Strafing Skirmishers, and Volley from this book. In addition to these standard tactics, naval units have a number of additional tactical options available to them.

**Anchoring:** The ship drops its anchor to halt its motion. An anchored ship gains a +2 bonus on Seaworthiness checks to survive *stormy conditions*. If an allied ship is anchored on the battlefield, units from sunken ships can swim to safety on the ship with a successful Morale check. If the number of passengers aboard the ship exceeds its passenger capacity. *Requirement:* The ship must be in Coastal or River terrain.

**Beaching:** The ship intentionally runs itself aground in order to rapidly disgorge its crew. Like docking, beaching takes place during the Melee Phase. Unlike docking, beaching does not require careful maneuvering and units aboard the ship take no penalty on their RV during the Ranged Phase. A beached ship still must make Morale checks (adjusted by its Seaworthiness) to avoid being *damaged* or *wrecked* in *stormy conditions*, but cannot be *sunk*.

The crew of a ship that beaches itself must succeed on a Morale check with a bonus equal to the ship's maneuverability modifier; if failed, the ship takes 1d6 points of damage from the beaching maneuver and becomes damaged. It cannot be removed from the beach until the battle is over, and even if returned to the water its speed is reduced by 1 until all damage is repaired. If the ship is damaged in this fashion, all units aboard it take a -4 RV penalty for the remainder of the battle. If the ship is damaged in this way, any passengers aboard (including artillery units and other units) must also succeed at Morale checks or take 1 point of damage and become fatigued.

**Landing Troops:** Once the ship has been beached, any units aboard can clamber off its sides and attack immediately in the Melee Phase. Units leaving the ship take a -1 penalty on Speed and MV for the remainder of the current Battle Phase.

**Launching Back to Sea:** A beached ship that is Medium or smaller can be move back out into the water during

the Rout Phase if its crew wishes to retreat rather than staying on the shore. A Large ship can be moved back into the water during the Melee Phase or Rout Phase of the following Battle Phase if the crew succeeds on a Morale check, modified by the vessel's Seaworthiness and its Maneuverability. Larger ships require one successful Morale check for each size category they are above Medium, made by their own crew or by other units (naval or aquatic units or land-based units) made during the Melee Phase or Rout Phase of subsequent Battle Phases.

**Boarding Action:** This functions as described for *Aerial Tactics*.

**Cut the Rigging:** This functions as described for *Aerial Tactics*.

**Docking:** The ship makes its way into a harbor with Piers or a Waterfront and unloads its units at a pier to carefully unload its passengers. Docking takes place during the Melee Phase. Because of the need for careful maneuvering when docking, any units on board the ship take a -2 penalty on their RV during the Ranged Phase. A docked ship still must make Morale checks (adjusted by its Seaworthiness) with a +4 bonus to avoid being *damaged*, *wrecked*, or sunk in *stormy conditions*.

If units aboard the ship attempt to disembark, any enemy army that is not engaged and that is eligible to attack in the Melee Phase can oppose their landing. The unit attempting to leave the ship must resolve this as a boarding action (as described in *Aerial Tactics*). If their boarding action onto the docks is repulsed, they are forced back onto the ship. If the unit attempting to disembark has already attacked in the Ranged Phase, it takes a -4 penalty on its OM and opposed Morale check when making a forced landing. Any unit that successfully disembarks takes -1 penalty to its Speed during the Battle Phase in which it disembarks. Members of the ship's crew cannot disembark in the same round that they use this tactic. *Requirements:* ground unit on board a ship.

**Flak:** This functions as described for *Fighting Units on the Ground*.

**Picket Duty:** Your unit is always scanning the horizon, looking for vessels small and large as well as creatures moving under the water. You gain a +2 bonus on Scouting checks to spot enemy naval or aquatic units and a +2 DV bonus against attacks by naval or aquatic units. You cannot make attacks against armies on the ground or in the air when using this tactic. *Requirements:* none.

**Ramming:** Your ship intentionally crashes into another vessel during the Melee Phase. An aquatic unit of Huge or larger swimming creatures can also use this tactic. Your unit and the target unit make opposed Morale checks plus each unit's speed (in hexes) and Maneuverability modifier. If your opposed check fails, your opponent evades you and your attack deals no damage. If you succeed in this opposed check, you deal damage based on the size of your ship:



**TABLE 3-21: RAMMING**

SHIP OR CREATURE SIZE	MV	DAMAGE
Large	+0	1d4
Huge	+1	1d6
Gargantuan	+2	1d8
Colossal	+4	1d10

Ramming an opponent also deals half as much damage to the attacking ship or unit as the target ship or unit would have dealt had it made a successful ramming attack. In addition, any units (including both crew and passengers) on the target ship must succeed at a Morale check or take 1 point of damage and become fatigued until the end of the current Battle Phase.

**Mounted Rams:** Some ships, those marked on Tables 3-20 to 3-22 with a superscript <sup>R</sup>, have prows reinforced to provide maximum impact. Such ships deal double the normal damage on a successful ram attack, while they themselves take no damage when making ram attacks. In addition, after a successful ramming attack against a ship, the attacking unit and the crew of the target ship must succeed on opposed Morale checks, modified by the ship's Seaworthiness modifier. If the attacker wins the check, the target ship becomes *Damaged*, regardless of how many hit points it has. If the ship is already Damaged, it is *Wrecked*, while a *Wrecked* ship is *Sunk*. If the defending ship is larger than the ramming ship, the defending crew gains a +2 bonus per size category of difference between the two.

**Rapid Repair:** During the Melee Phase, your ship can rapidly improvise repairs that help it get back underway. Make a Morale check with a bonus equal to the Seaworthiness of your ship and divide the result by 5; the result is the number of points of damage to your ship that you repair. If your ship has the *damaged* condition by an effect other than accrued damage, you remove that condition if you beat the DC of your Morale check by 5 or more. If your ship is *wrecked* by an effect other than accrued damage, you reduce that condition to *damaged* if you beat the DC of your Morale check by 10 or more. You cannot repair a ship that has sunk. *Requirements:* none.

**Rescue:** During the Melee Phase, your ship can pick up a unit in the water, which may be a unit from a sunken ship or an aquatic unit that wishes to board the ship. Picking up one unit is automatic. You can pick up multiple units as long as you make a successful Morale check for each unit after the first, with a cumulative -2 penalty for each unit after the first. Once you fail a Morale check, you cannot rescue additional units.

If the number of passengers your ship carries exceeds its passenger limit on *Table 3-14: Ship Statistics, General*, all units on the ship (including the crew) are considered fatigued until the excess passengers are removed from the ship. If the number of passengers is more than double the passenger limit, all units aboard are treated as exhausted and the ship's crew must succeed on a Morale check (modified by its Seaworthiness) at the end of each Battle Phase (or each day of overland travel) or become *damaged* (or *wrecked* if already damaged). *Requirements:* none.

**Run for the Shallows:** During the Ranged Phase, your ship can forgo making a ranged attack in order to move into shallow waters where larger ships cannot follow without running aground. Make a Morale check with a bonus equal to your ship's Maneuverability. Any ship of your size or larger wishing to attack you in Melee must succeed on a Morale (modified by its Maneuverability) with a penalty of -2 for each size it is larger than yours. If the check fails, the enemy ship fails to close to



melee range with you and takes 1 point of damage for each size category it is larger than yours as its hull hits the rocks, reefs, or seafloor beneath. Any ship that takes damage in this fashion must succeed on a second Morale check modified by its Seaworthiness or become

*damaged* (or *wrecked* if already damaged). If it fails this check by 5 or more, it is also considered beached.

Because of their construction, a barge, junk, longship, roundship, or skiff is treated as one size smaller than its actual size for the purpose of this tactic.

If you use this tactic in *stormy conditions* (Strong or higher wind levels), the crew must attempt a Morale check at the end of the Battle Phase or be driven aground by the wind, *beaching* the ship. *Requirement:* Ship in Coastal or River terrain. This tactic can sometimes be used in Deep Water if there are shoals, reefs, or rocky islets present.

**Shear the Oars:** Your ship intentionally sideswipes an oared vessel during the Melee Phase in an attempt to snap off its oars on one side. An aquatic unit of Large or larger swimming creatures can also use this tactic. Your unit and the target unit make opposed Morale checks plus each unit's speed (in hexes) and Maneuverability modifier. If your opposed check fails, your opponent evades you and your attack deals no damage. If you succeed in this opposed check, you deal no damage but the target ship's rowed speed is reduced by half (rounding down, minimum of 0) and its Maneuverability is reduced by 2 until the ship is repaired. *Requirement:* Maneuverability modifier of -2 or better.

**Sweeping Salvo:** Your unit knows how to sail in close to shore in order to launch ranged attacks against enemies on the beaches, or to swiftly glide through enemy fleets and formations while raining death upon other vessels. Your unit can attack two enemy units in a single Battle phase during the Ranged Phase. Your unit gains -2 RV and -2 DV for the remainder of the Battle phase and your attacks deal only half damage. If an army you attack during a strafing run is engaged with a friendly army, you automatically deal 1 point of friendly fire damage to that allied army. You cannot attack in the Melee phase after making a strafing run. *Requirement:* flying unit at low altitude or ground level with ranged attack capability.



## SIEGE WARFARE

Inevitably in warfare, one army will have to assault a fortified position held by the enemy, where a lightning-fast attack is not possible and the attacker must settle in to break the defender's city, or his will. A number of specialized tactics are available in siege situations, as described below. Sieges often make use of siege weapons, as described below, though there are a number of siege tactics described below that do not depend on the use of such weapons.

The basic rules presuppose a collection of siege weapons that travels with a regular army and which may be of several different types. The rules here provide for more detailed and varied options for siege engines.

**Sieges and Commanders and Sieges:** For commanders assigned to a unit of artillery, use the following Leadership Bonus (LB) in lieu of the commander's normal LB.

*LB (Siege):* Determine LB (siege) as described above, substituting Knowledge (engineering) for Profession (soldier), and allowing a bonus for an Intelligence modifier of +3 or greater rather than Wisdom.

**Standard Combat and Attack Rolls:** These rules are designed as part of the mass combat rules and as such are not suitable for use with the standard combat rules in the *Pathfinder Roleplaying Game*.

## ARTILLERISTS

Unlike the basic rules, wherein abstract siege weapons are embedded within ordinary armies, each siege weapon described below has a crew, typically comprised of artillerymen (3rd-level experts). These artillerymen must be recruited as ordinary soldiers and count against your kingdom's Manpower limit and have Consumption like any other active or reserve army. However, they are like reserve armies in that they do not count against the number of armies your kingdom can maintain.

**Artillerists in Combat:** Artillery units are fairly vulnerable in combat situations; however, because they are fairly compact they are easy for other armies to defend. If an allied army uses the Screening Defense tactic, it can protect a number of artillerymen equal to half its own size, even if the artillerymen are from multiple units. If the defending army using this tactic takes damage from a ranged attack, choose one of the artillery units it guards randomly to take the 1d6-3 points of collateral damage; conversely, a successful ranged attack (including a *Bombardment attack* against the siege weapons themselves rather than the artillerymen) against any artillery unit deals 1d6-3 points of damage to the army protecting it.

## SIEGE WEAPONS

The following rules describe the use of siege weapons, including both ranged siege weapons like cannons and catapults as well as close assault weapons like battering rams and siege towers. This applies to siege weapons whether they are mobile weapons used on a battlefield, gunnery emplacements in a fortification, or vehicular weapons mounted on board an aircraft or naval vessel. All types of siege weapons use the same rules. A "siege weapon" is, generally speaking, an abstraction and does not typically represent a single siege weapon but rather a battery of such weapons that are crewed by a group of trained artillerymen, though manual tasks such as loading weapons or wielding a battering ram may be undertaken by assistants retained for their strength rather than their special training.

**Consumption:** The ammunition, supplies, tools, and draft animals involved in moving and maintaining a battery of siege weapons increases Consumption by 1d2 for each battery of siege weapons each time they are involved in a battle. Cannons and bombards increase Consumption by 1d4 per battery per battle.

**Fragility:** Siege weapons are easily damaged by other siege weapons, taking double damage when the weapons themselves are targeted. Siege weapons are undamaged by ordinary ranged attacks, although the artillerymen crewing them are affected by them normally.

**Gunpowder Weapons:** If your campaign uses gunpowder weapons, such as bombards, cannon, and rocket springals, every time one of your artillery units fires such a weapon there is a 10% non-cumulative chance that the backblast and fumes from these weapons produce light smoke (causing the area to be lightly obscured; see **Visibility**) on the battlefield; if light smoke already exists, this increases to thick smoke (heavily obscured). This smoke persists until the end of the next Battle phase.

**Misfires:** Bombards, cannons, firedrakes, firewyrms, and rocket springals are somewhat unreliable, and if an army using such siege weapons rolls a natural 1 on its army or unit attack roll the weapon misfires, with the resulting consequences determined by rolling 1d20. Damage from a misfire is treated as one-half fire damage for the purpose of resistance or immunity.

**TABLE 3-24: GUNPOWDER SIEGE WEAPON MISFIRE RESULT**

D20	RESULT	EFFECT
1-8	Misfire	The weapon fails to fire and deals no damage.
9-14	Backfire	As misfire, but the artillery unit manning the weapon takes 1d3 points of damage and the area around the weapon and its accompanying unit (including any weapon that is engaged with the unit or protecting it using a defensive tactic or boon) is lightly obscured until the end of the Battle Phase.
15-18	Cracked	The weapon itself is damaged, taking 1d6 points of damage. It can still be fired, but it now misfires on a natural 1 or 2, with a +5 modifier to future rolls to determine misfire results.
19-20	Explodes	Weapon destroyed, and the accompanying artillery units are affected as a backfire, but take 2d4 points of damage. Other engaged armies or defending armies take 1d3 points of damage.

## RANGED SIEGE WEAPONS

Many siege weapons are designed to attack enemy fortifications, armies, and ships at a great distance. Direct-fire siege weapons shoot on a relatively flat trajectory and are easier to aim at moving targets but have difficulty shooting over walls. Indirect-fire weapons fire their payloads on a high-arching trajectory that makes it difficult to target moving creatures (though they can drop scatter shot on concentrated masses of troops) but makes it easy for them to fire over high walls.

**Ballista:** Rather like an enormous crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs which drive a pair of adjustable arms. A cord connected to both arms is winched

back and a projectile loaded into a grooved board and propelled forward by a wide strap or cup of leather to release. Gate-breaker ballistae are massive engines commonplace in fortified defenses and often used by those attacking such places by land or on large warships. Heavy ballistae, also called arcuballistae, are among the most common siege engines, favored for their maneuverability and ease of use and often mounted atop towers. Light ballistae, often called carroballistae, are mobile heavy weapons that pack a good punch, often mounted on metal-plated war wagons. Ballistae are direct fire weapons.

**Bombard:** A bombard is a thick-walled cannon, usually short in length but wide in bore. Also called a mortar, a bombard is designed to launch its projectiles over walls and obstructions and cannot be used for direct fire attacks, though it can launch both solid shot and scatter shot.

**Cannon:** Cannons are siege weapons made of metal, some cast in one piece like long, narrow bells, while others are built like bundles of metallic staves welded together and reinforced with iron bands. Cannons use gunpowder (or its magical equivalent, depending on the technology level and magic level of the campaign world) to fire its projectiles with devastating force. A standard cannon, also called a falconet, saker, or culverin, can be mounted on the ground or in a wooden frame for use in ships and fortifications. Those traveling with armies are typically bolted to heavy wheeled frames and towed by draft animals. Fiend's mouth cannon, also called culverin extraordinary, siege cannon, or true cannon, are too large to mount in any but the largest of ships, and usually are stationed in hardened artillery emplacements.

**Catapult:** Historically speaking, the dividing line between ballista and catapult is far from clear, but for the purpose of these rules a catapult is a stone-throwing weapon powered by winched arms run through torsion skeins, either single-armed like the onager or double-armed tension-torsion hybrids like the mangonel, holding their payload in a sling or cup that swings up and over the top of the weapon when released. Catapults are capable of hurling solid shot to attack hardened targets, scatter shot to pelt enemy armies with a rain of death, or even exotic and unusual payloads to spread fire, disease, and terror upon their enemies. Small catapults, called onagers, can be used on the decks of ships or in small fortifications, and are highly mobile (though the primitive sling-armed lithobolos is an immobile light catapult able to throw only solid shot) while their larger standard and heavy cousins, called mangonels, use two vertical skeins with a pair of torsion bow arms harnessed to the mangonel's throwing arm for greater power.

**Firedrake:** This apparatus contains a large reservoir tank and a series of pumps and conduits that unleashes a gout of alchemist's fire at close range. Firedrakes are direct fire weapons.

**TABLE 3-25: RANGED SIEGE WEAPONS**

DIRECT-FIRE WEAPONS	COST	SIZE	SETUP	CREW	OM	SIEGE DAMAGE
<i>Ballista, light</i>	1 BP	Large	Mobile	10	+2	1d3
<i>Ballista, heavy</i>	2 BP	Huge	1	20	+4	1d4
<i>Ballista, gate breaker<sup>L</sup></i>	3 BP	Garg.	1	20	+6	1d6
<i>Cannon</i>	12 BP	Large	Mobile	10	+6	2d4
<i>Cannon, fiend's mouth<sup>L</sup></i>	18 BP	Huge	1	20	+8	2d6
<i>Firedrake</i>	8 BP	Huge	Mobile	20	+8	1d4 <sup>F</sup>
<i>Firewurm</i>	12 BP	Garg.	1	20	+12	1d6 <sup>F</sup>

INDIRECT-FIRE WEAPONS	COST	SIZE	SETUP	CREW	OM	SIEGE DAMAGE
<i>Bombard, light</i>	12 BP	Large	Mobile	10	+0	2d4
<i>Bombard, standard<sup>L</sup></i>	18 BP	Huge	1	20	+0	2d6
<i>Bombard, heavy<sup>L</sup></i>	24 BP	Garg.	1	20	+0	2d8
<i>Catapult, light<sup>L</sup></i>	1 BP	Large	Mobile	10	+0	1d4
<i>Catapult, standard<sup>L</sup></i>	2 BP	Huge	1	20	+0	1d6
<i>Catapult, heavy<sup>L</sup></i>	3 BP	Garg.	1	20	+0	1d8
<i>Fireworks</i>	1 BP	Large	Mobile	5	-	-
<i>Springal, arrow</i>	3 BP	Huge	1	10	+8	-
<i>Springal, rocket</i>	12 BP	Huge	1	10	+10	1d4 <sup>F</sup>
<i>Trebuchet, light<sup>L</sup></i>	2 BP	Large	1	10	+0	1d6
<i>Trebuchet, standard<sup>L</sup></i>	4 BP	Huge	2	20	+0	2d4
<i>Trebuchet, heavy<sup>L</sup></i>	6 BP	Garg.	3	50	+0	2d6

<sup>F</sup> A firedrake, firewurm, and rocket springal deal fire damage and can harm armies or wooden buildings and fortifications but does no damage to stone buildings or fortifications. If a battery of firedrakes, firewurms, or rocket springals is destroyed, it has a 50% chance to explode, dealing 2d6 points of damage to the artillerist unit manning it and half this amount to any army guarding the artillerists with the Screening Defense tactic. The explosion also creates light smoke (lightly obscured condition; see **Visibility**<sup>U<sup>B</sup></sup>) on the battlefield, or thick smoke if light smoke is already present.

<sup>L</sup> These siege weapons have exceptionally long range and can be set up in the Camp zone (see **Battle Zones**<sup>U<sup>B</sup></sup>) and are outside the range of ordinary ranged attacks. However, enemy siege weapons with similarly long range and enemies with the Magical Barrage command boon can attack siege weapons in the Camp zone as if they were in the Ranged zone.

**Fireworks:** These alchemical skyrockets, smoke pots, and other incendiaries do not deal direct damage to enemy armies, but they can be used to perform a special bombardment (incendiaries or smoke; see *Siege Tactics*) or in conjunction with the Battlefield Illumination or Smoke Screen *command boons*. Fireworks are single-use items and must be replenished in between battles. A unit may be equipped with more than one set of fireworks.

**Firewurm:** A firewurm is simply a larger and more powerful version of the firedrake, with larger-flow conduits and pressurized resesae apertures that grant it a much greater range.

**Springal:** A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple bolts, which rain down in an arc over a burst area where they fall in a deadly hail of steel. A springal cannot target specific creatures but always affects an area. A rocket springal uses powder-fueled rockets to launch its bolts

rather than a torsion paddle. Springals are indirect fire weapons.

**Trebuchet:** Trebuchets are siege weapons based on counterweight principles. Their appearance is similar to a catapult's, with the payload to be launched being placed into a sling, cup, or basket at one end of a long lever. The counterweight is then dropped close to the fulcrum (often with crew or draft animals pulling attached ropes, especially for heavy trebuchets), with the resulting leverage enabling a trebuchet to hurl massive projectiles. Trebuchets are too bulky to mount and move and must be assembled in place on the battlefield. Trebuchets are indirect fire weapons.

**Cost:** The cost in BP for a battery of four siege weapons of the appropriate type. Siege weapons can be added to a unit only in a settlement with an Exotic Artisan.

**Size:** The size of a siege engine determines how many batteries of that kind of weapon can be placed on board a ship or inside a fortification. A Large weapon takes up 1 space, a Huge weapon 2, and a Gargantuan weapon 4.

**Setup:** Some siege weapons can be moved whole, traveling with an army and ready to use, but many must be disassembled and then reassembled at the battlefield. A siege weapon that is Mobile can be moved as an army with a Speed of 1.

A siege weapon that is not Mobile cannot be moved intact and must be disassembled, carried with the army, and then reassembled at the battlefield, taking the listed number of Battle phases to set up. This number can be ignored if an army with siege weapons has ample time to prepare and set up the battlefield before the battle begins, such as an army defending a fortification or waiting in ambush. If this is not the case, the army must spend the listed number of Battle phases setting up the siege weapon. Unless they have exceptionally long range, siege weapons must be set up in the Ranged zone and are subject to ranged attacks by enemy armies while they are being set up.

**Crew:** The size of unit required to service and crew a battery of four siege weapons.

**OM:** This bonus applies to the weapon's OM on ranged attacks and siege tactics only.

**Siege Damage:** This is the damage dealt by the weapon when it targets a building, fortification, or other siege weapon. This damage is applied directly to the target's BP value (or its *Fortification Points*, if any).

## CLOSE ASSAULT SIEGE WEAPONS

While the above siege weapons are designed to attack into or over enemy defenses at range, the culmination of most sieges (unless they end in surrender) is a massed melee assault on the defenses. Unsurprisingly, there

are a variety of siege weapons specially designed to expedite this process and ensure success and at least partial safety for troops approaching the walls and then seeking to go over, under, or through them.

**Assault Bridge:** This is a sturdy but lightweight wooden framework, ranging from simple planking to more elaborate versions with folding supports, iron hooks, and rope railings, which is used to quickly span a gap that troops are otherwise unable to cross. If an Artillerist unit spends one Melee phase deploying an assault bridge, a gallery, ram, or siege tower unit can use it to cross a Moat. Alternatively, an assault bridge can allow a melee army attacking a fortification by Escalade, Infiltration, or Sapping to ignore the Defense bonus provided by a Moat.

**Escalade Ladder:** These ladders may be simple wooden affairs or grapples with knotted ropes attached, while the largest are carefully engineered and counterweighted levered mechanisms topped with hooked stanchions to cling onto battlements. Whatever their design, ladders are required to use the Escalade siege tactic without penalty (unless the attacking army has a climb speed or siege tower).

**Gallery:** This is a semi-mobile wooden frame clad in hides or planks to provide cover to soldiers underneath. A battering ram and its crew can shelter under a gallery, providing protection while they attack the walls.

**Mantlets:** These are small, movable walls that can provide shelter to a small number of soldiers. Mantlets require no crew, as they are wheeled about by the soldiers using them for shelter.

**Mine:** A mine is a semi-portable alchemical explosive device, sometimes mounted on a wagon or boat, and maneuvered close to an enemy fortification or ship and then detonated. A mine deals full damage when used for *sapping*. A mine is a single-use weapon, but a unit can be equipped with more than one. If a unit equipped with a mine is routed or destroyed, there is a 50% chance the mine explodes, as described in *Table 3-21: Gunpowder Siege Weapon Misfire Result*.

**Minefields:** Mines can also be deployed defensively, either buried underground or suspended underwater in naval combat settings, and in such cases are usually arrayed in minefields of numerous smaller mines rather

**TABLE 3-26: CLOSE ASSAULT SIEGE WEAPONS**

WEAPON	COST	SETUP	CREW	ARMY	OM	SIEGE	DV	FP
<i>Assault bridge</i>	1 BP	1	10	-	-	-	-	-
<i>Escalade ladder</i>	2 BP	Mobile	10	-	-	-	-	-
<i>Gallery, huge</i>	2 BP	Mobile	10	20	-	-	+2	2
<i>Gallery, gargantuan</i>	4 BP	1	20	50	-	-	+2	4
<i>Mantlets</i>	1 BP	Mobile	-	10-	-	-	+1	1
<i>Mine</i>	4 BP	Mobile	1	-	+5	2d10	-	-
<i>Ram</i>	4 BP	Mobile	20	-	+5	2d8	-	-
<i>Siege Tower, large</i>	3 BP	1	10	20	-	-	+2	3
<i>Siege Tower, huge</i>	6 BP	2	20	50	-	-	+4	6
<i>Siege Tower, gargantuan</i>	9 BP	3	50	100	-	-	+4	9

than a single mine. When placing a hidden mine on the battlefield, make a Morale check modified by the unit commander's LB (camouflage) and LB (siege). The lower result of the two serves as the DC for opposed Scouting checks (see **Camouflage and Scouting**). During any Battle Phase, there is a 50% chance that an enemy unit determined at random must make such a Scouting check or blunder into the hidden minefield, causing the mines to explode as described in *Table 3-21: Gunpowder Siege*



#### *Weapon Misfire Result.*

**Ram:** These heavy tree trunks, sometimes carried by strong warriors but often mounted on swinging ropes or chains mounted under mobile galleries, are used to make Sapping attacks against buildings. They cannot attack other armies. *Special:* A ram can be mounted on a galley and used to attack other ships or aquatic units that are comprised of Huge or larger creatures.

**Siege Tower:** These advanced galleries have a lower compartment where the crew moves the towers and an upper structure of covered ladders and shooting platforms from which ranged attacks can be made. An army traveling in a siege tower unit can make ranged attacks, though it takes a -2 penalty to its OM. It cannot make melee attacks, however, except when using an Escalade siege tactic. If a siege tower is destroyed, it collapses dealing 2d6 points of damage to the crew and any army inside it.

Close assault siege weapons are used to protect other siege weapons or to protect troops approaching a fortification during an assault.

**Cost:** The cost in BP for a cluster of four siege weapons of the appropriate type. Siege weapons can be added to a unit only in a settlement with an Exotic Artisan.

**Setup:** The number of Battle phases it takes to erect these close assault siege weapons once a battle begins, as described above. A Mobile siege weapon can move with its Artillerists with a Speed of 1.

**Crew:** The crew required to move and operate the siege engine; these crews represent an Artillerist unit as described above.

**Army:** The number of soldiers that can shelter within a close assault weapon, gaining its DV bonus.

Alternatively, a gallery or siege tower can hold a battery of direct-fire or close assault siege weapons along with their crews:

*Huge:* light ballista, cannon

*Gargantuan:* ballista (gate breaker or heavy), cannon (fiend's mouth), firedrake, firewyrn, ram

**OM:** The OM of a battering ram applies only to melee attacks against fortifications; it has no effect against creatures.

**Siege:** The damage dealt to a target building, fortification, or siege engine's BP (or FP) for each round of successful attack, as described above.

**DV:** The close assault weapon provides this DV bonus to a number of soldiers equal to its capacity.

**FP:** The number of Fortification Points (FP) that must be depleted before the siege weapon's BP value can be directly attacked by enemy siege weapons.

## SIEGE TACTICS

As noted above, the prosecution of a siege does not require any specialized weapons. In fact, given that defenders protecting their home know it intimately and will have a **Battlefield Advantage** (+2 bonus to OM and DV, as described in *Pathfinder Roleplaying Game Ultimate Campaign*) when fighting house to house in the streets and alleys inside their city, it may be the path of wisdom to simply starve them out or ravage the population hemmed in by your armies by unleashing fire and plague. In short, you have many options for reducing the strongholds of your enemies, both conventional and unconventional.

**Blockade:** This tactic relies on preventing people or goods from passing into or out of the blockaded city. *Requires:* 100 soldiers to blockade a city (if using the **Cities, Towns, and Villages** rules in Chapter 2, 50 soldiers can blockade a town, 20 soldiers a village). All armies being used to blockade the city must be defeated, destroyed, disbanded, or routed in order to end the blockade. If the city has a water border, a blockade takes double the normal amount of time to take effect, unless a shipboard army or army with a swim speed aids in maintaining the blockade.

*Effect:* No new buildings or improvements can be constructed within the blockaded settlement or the hex it occupies, and every week that the blockade continues, the defender's kingdom must succeed at Stability check with a penalty equal to the number of weeks the blockade has continued. If failed, all settlement bonuses provided by improvements in that settlement are reduced by 1, to a minimum of 0. In addition,



the kingdom must succeed at a Loyalty check with a penalty equal to the number of weeks the blockade has continued or the city surrenders to the blockaders. This check is made with a +1 bonus per 100 soldiers inside the city (not counting emergency conscripts), but with a -1 penalty for each building that has been significantly damaged (more than half its BP value), increased to -2 for each building that has been destroyed. Each Cistern or Granary within the city delays the effect of a blockade by 1 week. After 1 month of blockade, armies defending the settlement become fatigued and cannot remove this condition without magical aid.

If the city remains blockaded on your next kingdom turn, there is a 25% chance each kingdom turn that a dangerous settlement **Kingdom Event** occurs in that settlement, as described in Chapter 1 and in *Pathfinder Roleplaying Game Ultimate Campaign*. This event, if it occurs, is in addition to any settlement event that would normally occur.

**Bombardment:** This tactic is a besieging assault directed at the physical destruction of the city's buildings. If the attacking army has an accurate map of the city, such as from an (**Espionage Edict**), it can target specific buildings. Lacking this information, the attacker may target large 4-lot buildings or can simply designate a city lot to attack without knowing exactly what building is being attacked.

*Requires:* A direct fire siege weapon can perform a bombardment of a building in a lot at the outer edge of a settlement but cannot target buildings farther in. If the settlement has City Walls, it can target the walls but cannot target buildings inside the walls, except for Castles or Watchtowers, and then only if they are in the outer edge of lots in the settlement. An indirect fire siege weapon can target buildings anywhere within a settlement. Both direct and indirect-fire weapons can target non-settlement fortifications such as Forts and Watchtowers.

*Effect:* During each Battle phase, the bombardment deals the **siege damage** of the siege weapon to the Build Point (BP) value of the improvement in the target lot. If the building takes enough damage to reduce its BP value below half, it becomes **damaged** and ceases providing any benefits to the city or kingdom, except for the building's Defense value, which is halved (rounding down) if the building is damaged.

If reduced to 0 BP, the building is **destroyed**. A destroyed building must be rebuilt from scratch, but a damaged building can be repaired in one month as part of its owner's "construct a new building" Improvement Edict during their next kingdom turn).

Some buildings are hardened and durable and have a set quantity of Fortification Points (FP) in addition to their base BP value; until these FP are depleted, the building remains intact and no damage is done to its essential structure. If a battle ends and a building's FP have not been depleted, they are replenished at no

cost and with no action required on the owner's next kingdom turn. If the building has actual BP damage, that damage must be repaired first before the FP are replenished.

**TABLE 3-25: FORTIFICATIONS**

BUILDING	BUILD POINTS (BP)	FORTIFICATION POINTS (FP)
<i>Aerie</i>	18	5
<i>Barracks</i>	6	10
<i>Caster's Tower</i>	36	10
<i>Castle</i>	60	80
<i>City Walls</i>	2	20
<i>Fort</i>	24	40
<i>Garrison</i>	30	20
<i>Jail</i>	14	10
<i>Monastery</i>	16	10
<i>Palace</i>	108	20
<i>Watchtower</i>	12	20

The besieger's siege weapons can attack the siege weapons of the defender and vice versa. Siege weapons have a base DV of 12 plus the twice the normal DV bonus of the siege weapon, though siege weapons can be protected by mantlets, galleries, and siege towers on the battlefield, and they gain the Defense bonus of any fortifications the defender has.

**Bombardment, Special:** A special bombardment involves using specialized payloads and unconventional weapons. Performing a special bombardment increases the attacking kingdom's Consumption by 1 each time it is used.

*Requires:* A catapult or trebuchet battery is required to use the plague special bombardment. A bombard, catapult, rocket springal, or trebuchet can be used to deliver incendiaries or smoke.

*Incendiaries:* A special bombardment with incendiaries deals normal damage to wooden buildings but minimum damage against stone buildings. In addition, at the end of each Battle phase the defender's kingdom must succeed at a Stability check to prevent a fire. This check is made with a +2 bonus if the building in the target lot is made of stone, with an additional +2 bonus for each Cistern, Waterway, or water border adjacent to the lot, and a +1 bonus for each Cistern or Waterway lot anywhere else in the settlement and a +1 bonus for each water border (not each lot along a border; just +1 per border). Armies can also be sent to help fight the fire, providing a +1 bonus to the Stability check for every 20 soldiers sent to battle the flames. If the check succeeds, the fire is extinguished. If the check fails, the fire spreads throughout the lot and continues to burn and spreads into an adjacent lot, spreading throughout a multi-lot building first before it spreads to another building. This fire produces light smoke (lightly





obscured area) in the target settlement, or thick smoke (heavily obscured area) if light smoke is already present.

At the end of each Battle phase that a building continues to burn, a new Stability check must be made. Success extinguishes one lot. Failure allows the fire to spread to another adjacent lot. If there is more than one separate fire in the settlement, in non-adjacent squares, checks to fight any of the fires take a -2 penalty for each non-adjacent fire. Fire cannot spread across City Walls or a Moat, nor can it spread into a Cistern or Waterway (even if there is a bridge). If a building remains on fire at the end of consecutive Battle phases, it becomes **damaged** (reduced to half its normal BP value). If it remains on fire at the end of three consecutive Battle phases, it is **destroyed**.

**Plague:** Each time you perform a plague bombardment, choose one army at random within the city. The defending kingdom must succeed at a Stability check or that army becomes infected (see Disease, under **Healing After Battle**). In addition, each plague bombardment has a 10% (non-cumulative) chance to cause a Plague kingdom event inside the target settlement, as described in the existing kingdom rules. This event, if it occurs, is in addition to any other kingdom events that may occur.

**Smoke:** Each smoke bombardment creates light smoke inside the settlement or fortification until the end of the next Battle phase. If light smoke (a lightly obscured area) already exists, it becomes thick smoke (heavily obscured).

**Escalade:** An escalade is an attempt by attacking armies to scale the walls.

**Requires:** Escalade ladder, siege tower, or an army with a climb speed.

**Effect:** The attacking army chooses one army within the target fortification to attack. During the escalade, the attacking army takes a -4 penalty to its OM and DV (reduced to -2 if the attacking army has a Climb speed) and must allow the defending army to make a melee attack against it first; this is an exception to the standard rule that mass combat is simultaneous. If the defending army's attack succeeds, the attacker must succeed at a Morale check with a penalty equal to the damage it was just dealt by the defending army. If this Morale check fails, the attacking army is driven back and is unable to attack. If the Morale check succeeds, the attacking army can continue with its attack, and although the attack takes a -4 penalty the defending army gains only half the normal Defense bonus from whatever fortification it is defending.

If the attacking army's attack fails, its escalade is thwarted and it automatically disengages from the defending army. If its attack succeeds, however, the attacking and defending armies are now engaged atop the fortification, and for as long as they remain engaged the attacking army's OM and DV penalties are halved and it ignores the fortification's Defense bonus when resolving attacks against the defending army. If the defending army is defeated or routs, the attacking army can occupy the fortification and gain its Defense bonus to its own DV for the remainder of the battle; however, the attacking army is now somewhat isolated in its breach into the fortifications and it takes a -4 penalty on Morale checks it makes to withdraw or retreat.

Note that an escalade targets one particular fortification and occupying one fortification does not obviate the Defense bonus of other fortifications. City Walls are a special case, as once an attacking army has successfully escalated the walls, they can ignore their Defense bonus for the remainder of the battle. These walls provide less advantage to an army atop them fighting other armies inside the city than they do against armies outside; if fighting a defending army from atop a City Wall, treat this as holding the high ground (see **Terrain**) rather than applying the City Wall's Defense bonus.

**Infiltration:** This siege tactic also seeks to circumvent the fortifications, but through guile and stealth rather than naked bravado in scaling the walls. In an infiltration, the attacking army tries to slip inside the fortification and open a gate or sally port or otherwise compromise the defenses. Every defending army is entitled to a Scouting check with a +2 bonus, opposed by the infiltrating army's Camouflage. If the infiltration is detected, the unit noticing the infiltrators can attack them. While a small force is highly effective at remaining

unnoticed, if it is spotted it may be easily crushed by the defenders. If the defending army's attack succeeds, the infiltrating army must retreat from the fortification if it survives. If the attack fails, the infiltrators evade capture, assuming no other defending armies do not spot them, or if they spot them fail to successfully attack them.

If the infiltration is not detected, the infiltrators are able to open up access to the fortification for one allied army. That army can attack one of the defending armies as if it had performed an *escalade*, though without taking the -4 penalty to OM and DV.

**Sapping:** This tactic involves trying to dig, mine, undermine, burrow, or smash through or under the walls. The attacking army makes a melee attack against a DV equal to 15 plus twice the building's Defense modifier (if any). A successful attack deals half damage to the buildings's BP (or FP, if any); sapping deals full damage if the attack is performed with a ram.

**Volley:** This tactic simply refers to targeting enemy armies with springals or direct-fire siege weapons. This is resolved as a standard attack in the Ranged phase, using the attacking unit's OM adjusted by the bonus provided by the siege weapon.

**Volley, Scatter:** When indirect fire weapons (other than springals) are used for volley attacks, they typically are loaded with scatter shot of some type, affecting all targets in an area, though with highly variable accuracy. An indirect fire siege weapon battery adds 2d6 to its OM when making this attack against the target army, but on a successful attack the damage it deals is equal to half the weapon's Siege damage rather than being determined by its OM and the defender's DV. If the target army is engaged, any armies engaged with it take 1/2 the damage the target army takes. This is considered friendly fire damage.

## MAGICAL SIEGE WEAPONS

Siege weapons are described in greater detail in the *Siege Warfare* section and in Chapter 3 of *Pathfinder Roleplaying Game Ultimate Combat* under *Siege Engines*. The following section describes several types of siege weapons and ammunition.

**Pricing:** The following items are assigned a price in gold pieces for characters who wish to purchase them with their own personal resources, whether to use in adventuring or in a small-scale engagement using standard Pathfinder rules for combat and for the

purpose of crafting them themselves using the standard magic item creation rules.

For the purposes of the kingdom-building rules, rulers may be able to acquire such items at the GM's discretion by issuing a **Commission Edict** or through possible random generation in the kingdom's magic item slots. In addition, if a settlement's gold piece limit equals or exceeds the price of the items in question, the GM may allow these magical banners and siege weapons to be purchased with kingdom resources by spending the listed BP cost. This is the cost to upgrade a normal battery of *siege weapons* to these magical properties; it is not the cost to simply buy these siege weapons outright. This BP cost is not considered part of the item's BP value if it is targeted by an attack (see **Bombardment**, under *Siege Tactics*).

**TABLE 3-26: MAGICAL SIEGE WEAPONS**

PRICE (GP)	PRICE (BP)	ITEM NAME
4,000 gp	+2 BP	<i>elemental siege shot</i>
4,000 gp	+2 BP	<i>ooze siege shot</i>
4,000 gp	+2 BP	<i>zombie siege shot</i>
8,000 gp	+4 BP	<i>zombie apocalypse siege shot</i>
16,000 gp	+8 BP	<i>adamant ram</i>
16,000 gp	+8 BP	<i>blizzard ballista</i>
16,000 gp	+8 BP	<i>thunderbolt cannon</i>

BALLISTA, BLIZZARD		PRICE 16,000 GP
Slot —	Aura moderate evocation	
CL 10th	Weight variable	

This rime-glazed ballista launches spears of solid ice, which it coalesces from the air around it. It needs no ammunition and only one-half the normal crew of a ballista of its size. A *blizzard ballista* gains a +1 bonus on damage rolls when making *volley* attacks, and it also gains a +2 bonus on RV and damage against armies primarily comprised of creatures with the fire subtype. In addition, even missed shots from a *blizzard ballista* leave swaths of ice and slush strewn across the battlefield. An army targeted with a *blizzard ballista* has its movement reduced by 1 (minimum 1) for the remainder of the current Battle Phase.

In an adventuring situation on the battlefield, a *blizzard ballista* functions as a +1 *icy burst ballista*, and creatures struck by the ballista are sheathed in ice that functions as a tanglefoot bag (DC 15 Reflex negates). After attacking with a *blizzard ballista*, it requires 1 minute for the device to create a new ice spear and be ready to use again.

**Construction Requirements** Cost 8,000 gp  
Craft Magic Arms and Armor, *major creation*

CANNON, THUNDERBOLT		PRICE 16,000 GP
Slot —	Aura moderate evocation	
CL 10th	Weight variable	

This copper-bound cannon launches bolts of raw electricity that strike with pounding peals of thunder. A *thunderbolt cannon* needs no ammunition and only one-half the normal crew of a cannon of its size. It cannot be used as

an indirect-fire siege weapon. A *thunderbolt cannon* gains a +1 bonus on damage rolls when making *volley* attacks, and it also gains a +1 bonus on RV and damage against armies equipped with medium or heavy armor (see **Table 4: Equipping an Army**<sup>UB</sup>). In addition, the deafening shots of a *thunderbolt cannon* make it difficult for the target of its attacks to relay or respond to orders even on a missed attack, resulting in a -1 penalty on Morale checks made to change Strategy, Tactics, or formation or to disengage with an opposing army or unit. This penalty lasts until the Tactics Phase of the following Battle Phase.

In an adventuring situation on the battlefield, a *thunderbolt cannon* functions as a +1 *shock thundering cannon* that gains a +3 bonus on attack rolls against creatures wearing metal armor. In addition, on a hit (or even on a miss, if the *thunderbolt cannon's* attack roll would have been sufficient to hit the target's touch AC), the target is treated as if a thunderstone had detonated in its space. After attacking with a *thunderbolt cannon*, it requires 1 minute for the device to recharge and be ready to use again.

**Construction Requirements** Cost 8,000 gp

Craft Magic Arms and Armor, *major creation*

**RAM, ADAMANT** PRICE 16,000 GP

Slot — Aura moderate conjuration  
CL 10th Weight variable

This devastating close assault weapon shatters almost any barrier in its path. When used to perform a *sapping* attack, an *adamant ram* doubles its OM bonus to +10 and deals 3d8 points of damage. If attacked by another siege weapon, an *adamant ram* takes normal damage rather than double damage, as it lacks the *fragility* of other siege weapons.

In an adventuring situation on the battlefield, an *adamant ram* is a +1 *adamantine ram* with a pick head. Attacks made with it add a +5 bonus on Strength checks against the target object's break DC, and if used to attack the target object's hit points attacks with the *adamant ram* ignore hardness of less than 20 and are treated as *adamantine* and *magic* for the purpose of overcoming damage reduction.

**Construction Requirements** Cost 8,000 gp

Craft Magic Arms and Armor, *major creation*

**SIEGE SHOT, ELEMENTAL** PRICE 4,000 GP

Slot — Aura moderate conjuration  
CL 11th Weight variable

This enchanted stone bursts upon impact after being launched by a cannon, catapult, trebuchet, or similar siege weapon. After dealing damage, the stone shatters and releases a Huge elemental of a type designated by the creator of the *elemental siege shot*. This elemental is treated as a temporary Hero army (see **Table 3: Army Size**<sup>UB</sup>) with ACR 3 that attacks for one Battle Phase and then is automatically destroyed.

In an adventuring situation on the battlefield, the elemental has normal statistics for a creature of its kind and remains present for 11 rounds, attacking nearby creatures or destroying nearby objects until destroyed or until its summons ends.

**Construction Requirements** Cost 2,000 gp

Craft Magic Arms and Armor, *summon monster VII*

**SIEGE SHOT, OOZE** PRICE 4,000 GP

Slot — Aura moderate conjuration  
CL 11th Weight variable

This enchanted black stone bursts upon impact after being launched by a cannon, catapult, trebuchet, or similar siege weapon. After dealing damage, the stone shatters and releases a *black pudding*. This ooze is treated as a temporary Hero army (see **Table 3: Army Size**<sup>UB</sup>) with ACR 3 that attacks for one Battle Phase and then is automatically destroyed.

In an adventuring situation on the battlefield, the pudding has normal statistics for a creature of its kind and remains present for 11 rounds, attacking nearby creatures or destroying nearby objects until destroyed or until its summons ends.

**Construction Requirements** Cost 2,000 gp

Craft Magic Arms and Armor, *conjure black pudding*

**SIEGE SHOT, ZOMBIE** PRICE 4,000 GP

Slot — Aura moderate conjuration  
CL 10th Weight variable

This mass of corpses is lashed together and imbued with dreadful necromantic power. When used to perform a *plague bombardment* during the Ranged Phase, during the Melee Phase the corpses animate as 20 *plague zombies*. These zombies are treated as a temporary squad (see **Table 3: Army Size**<sup>UB</sup>) with ACR 1 that attacks for one Battle Phase and then is automatically destroyed. In addition, if the zombies damage an army with their melee attack, the kingdom's Stability check to resist that army contracting disease takes a -2 penalty and the chance of a Plague event in the city is increased to 15%.

In an adventuring situation on the battlefield, the *plague zombies* have normal statistics for creatures of their kind as described in the *Pathfinder Roleplaying Game Bestiary* and attack all nearby living creatures until destroyed.

**Construction Requirements** Cost 2,000 gp

Craft Magic Arms and Armor, *animate dead, contagion*

**SIEGE SHOT, ZOMBIE APOCALYPSE** PRICE 8,000 GP

Slot — CL 10th Weight variable  
Aura moderate conjuration

This mass of corpses is lashed together and imbued with dreadful necromantic power. When used to perform a *plague bombardment* during the Ranged Phase, during the Melee Phase the corpses animate as 20 *apocalypse zombies*. These zombies are treated as a temporary platoon (see **Table 3: Army Size**<sup>UB</sup>) with ACR 4 that attacks for one Battle Phase and then is automatically destroyed. In addition, if the apocalypse zombies damage an army with their melee attack, the kingdom's Stability check to resist that army contracting disease takes a -4 penalty and the chance of a Plague event in the city is increased to 25%.

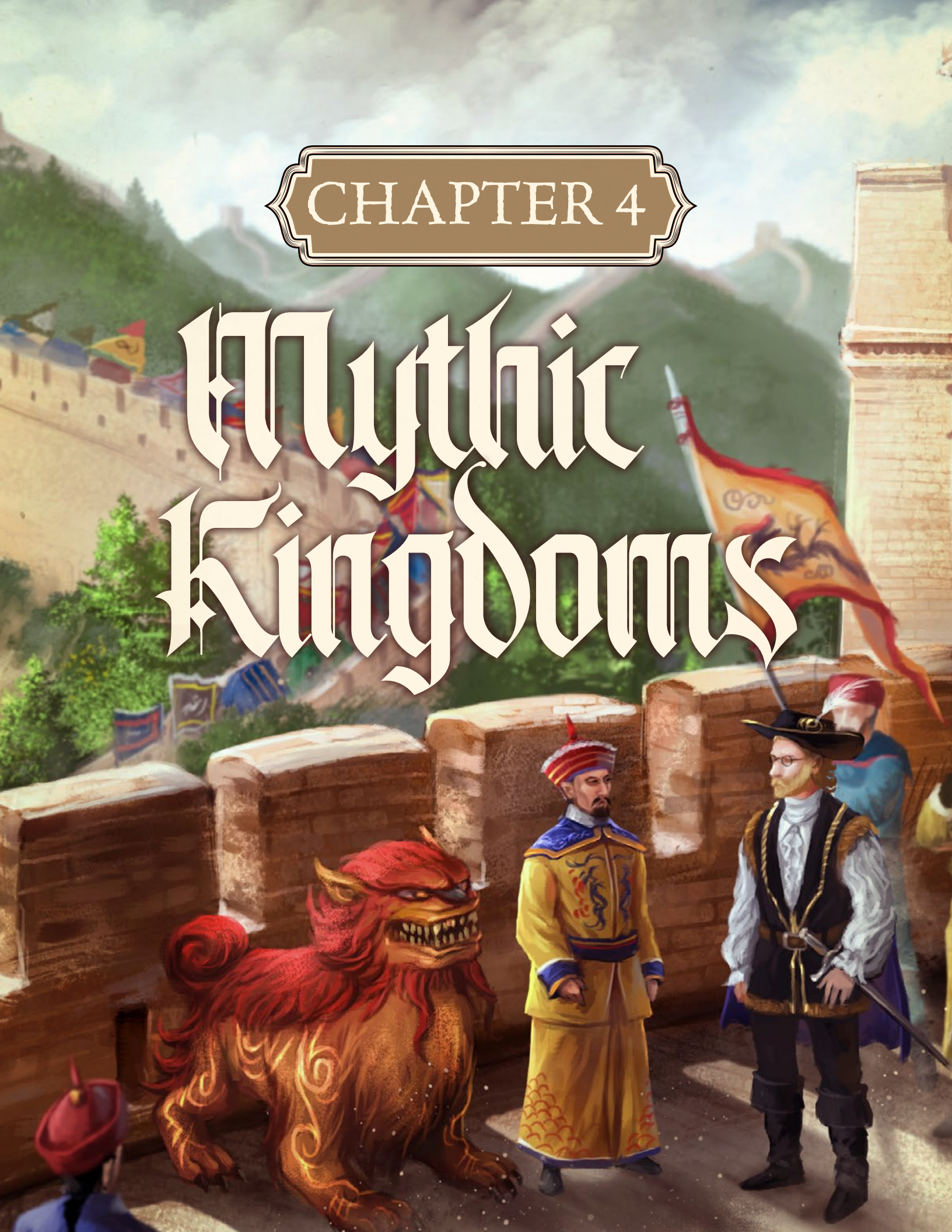
In an adventuring situation on the battlefield, the *apocalypse zombies* have normal statistics for creatures of their kind as described on d20pfsrd.com (and the bestiary section of Adventure Path #45) and attack all nearby living creatures until destroyed.

**Construction Requirements** Cost 4,000 gp

Craft Magic Arms and Armor, *animate dead, contagion*

CHAPTER 4

# Mythic Kingdoms



THE BASE RULES FOR SETTLEMENTS AND PC-CREATED Kingdoms were introduced in the *Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Ultimate Campaign*, with massive expansions in this book that provide all the information required for the construction of most normal communities, from discrete little thorps to complex thriving nations, and in the expanded rules even have rules for cliff dwellings, underwater cities, and more. However, there is a distinct lack of the wondrous and fantastical within on a kingdom-wide scale. The rules fall short when posed with the challenge of fashioning technomagical civilizations stuck out of time, necromancy-saturated cities built on undead labor, or extraplanar nations united by mysterious magical gates.

Naturally, it seems that the founding of such should be beyond the reach of mere mortals, but the *Pathfinder Roleplaying Game: Mythic Adventures* book allows PCs to achieve greater reaches of power. Likewise, the GM may simply wish to establish a campaign visiting or based within a location touched by mythic influences. *Four Horsemen Present Mythic Kingdoms* attempts to provide GMs and players with the tools necessary to build castles in the sky or reclaim a lost legendary realm steeped in destiny.

# MYTHIC LEADERS

At the heart of a mythic kingdom must be a suitably epic source of power. This is most often one or more mythic characters or more powerful beings (such as demigods or gods). Once created, the kingdom continues on without the founders, but often falls into ruin or becomes cursed until an equal successor to the founder claims it. A mist covered fey kingdom founded by a god-king might await the sleeping ruler's return. A throneless city of steel and brass within the Plane of Fire could fall to corruption without a fire lord to master the efrete. Without the all-seeing god in the city at the multiverse's center, all the many mystical doorways remain locked.

A mythic leader can forge a connection with a settlement or her entire kingdom through the Mythic Leader and Mythic Kingdom universal path abilities (see below). Each mythic character holding a leadership position may take the Mythic Leader universal path ability to expand their shared kingdom's mythic qualities. Mythic qualities (and disadvantages, if any) gained in this manner are permanent for the settlement and kingdom, even if the mythic character that selects the ability is vacant, abdicates power, or dies. However, should the kingdom ever lose all mythic leaders with the Mythic Leader path ability, it automatically gains a mythic disadvantage (see below) until at least one mythic character with the Mythic Leader path ability retakes a leadership role.

Note that it is not necessary to use the kingdom building rules featured in *Pathfinder Roleplaying Game: Ultimate Campaign* for a mythic character to create a mythic settlement or kingdom in this manner. While the kingdom building rules add a lot of interesting nuance to rulership, they are not for every campaign. The following character options should be available to mythic characters even when the kingdom building rules are not used, with a more abstract handling of their holdings. This way, a mythic character can still command a flying fortress or reclaim a sunken magical island (gaining benefits as mythic qualities), without necessarily involving the full scope of the kingdom building rules.

## KINGDOMS

It is important to note the difference between a settlement and a kingdom. A settlement is a discrete town or city, while a kingdom is all settlements bound by a single unifying group of leaders or government. A "kingdom" might be a single settlement, and many mythic kingdoms resemble this. Others might span entire continents or worlds, with hundreds or thousands of discrete settlements. When applying mythic qualities or disadvantages to settlements (or all settlements within a kingdom), carefully consider the ramifications to life within. A kingdom where the settlements all have the ability to fly might be based upon a single enormous flying island built for giants. While it was only a single city for giants, it is so vast it can support multiple settlements for smaller humanoids. A kingdom where every settlement moves to random planes each day or is separated by erratic time is unlikely to remain a true kingdom for long.

# MYTHIC LEADER CHARACTER OPTIONS

The following character options are available to mythic characters

## UNIVERSAL PATH ABILITIES

Any mythic character holding a leadership role within a kingdom can select from the following path abilities.

### 1ST-TIER UNIVERSAL PATH ABILITY

**Mythic Leader (Su):** You sacrifice your mythic potential to empower a settlement you rule over. Select a mythic quality to apply to any single settlement (usually the capital) within a kingdom you hold a leadership role for. If using the kingdom building rules, these roles are defined as Ruler, General, High Priest, etc. Otherwise, leadership and rule is subject to GM discretion. If you are the Ruler or when you become Ruler of the kingdom you may choose for the settlement to gain a mythic disadvantage if it does not already possess one. If you choose for the settlement to gain a mythic disadvantage, you may select an additional mythic quality for the settlement.

If using the kingdom building rules, a mythic character with this ability that holds a leadership role adds 1/2 their mythic tier (minimum +1) to any leader benefits their role grants the kingdom. So a mythic General would add her Charisma modifier or Strength modifier plus 1/2 her tier to Stability.

### 6TH-TIER UNIVERSAL PATH ABILITY

**Mythic Kingdom (Su):** Your mythic connection expands to include an entire kingdom. Any mythic qualities or disadvantages you selected for the mythic leader path ability apply to all settlements within the

kingdom where you hold a leadership role. Additionally, you may choose an additional mythic quality to apply to all settlements. If you are Ruler of the kingdom or when you become Ruler of the kingdom you may choose for the all settlements within the kingdom to gain a mythic disadvantage if it does not already possess one. If you choose for all settlements to gain a mythic disadvantage, you may select an additional mythic quality for the settlements. If you selected a mythic disadvantage for the mythic leader ability, it and the mythic quality gained must be the same for every settlement. You must have the mythic leader path ability to select this ability.

## MYTHIC QUALITIES

The following mythic settlement qualities can be added to any mythic settlement. If the GM is creating a mythic settlement using the *settlement rules*<sup>GMG</sup>, these mythic qualities can be selected in place of a normal quality (limited by the settlement's size). A mythic settlement may have any combination of mundane and mythic qualities.

A settlement that takes a mythic disadvantage gains a bonus quality (mythic or mundane). A settlement ruled over by mythic characters may have any number of mythic qualities (but requires the mythic character have the mythic leader path ability). Each mythic quality affects an individual settlement's modifiers and the entire kingdom modifiers the settlement is in. These modifiers remain consistent even if all settlements within a kingdom possess the mythic quality (so do not stack with themselves).

Unless otherwise noted, a quality can only be taken once per settlement. If a settlement can take a quality more than once, it only affects the settlement's modifiers once and does not stack with itself.

### ARMY

**Kingdom:** Loyalty +2, Stability +2, Unrest -2

**Settlement:** Crime -2, Law +4

The settlement possesses a powerful supernatural army that can spring to its defense at a moment's notice. Perhaps skeletons arise to defend the necropolis, or ancient golems endlessly patrol the streets of the Forge God's capital. The army's size and ACR is dependent on the size of the settlement per the following table. The army gains up to one special ability per ACR based on the creature type (subject to GM discretion). If the settlement increases in size, the army increases in size and power as well. The settlement's army cannot be permanently destroyed. It fully heals all hit points each day, even if all units are destroyed or killed.



Any mythic leader can command the army, but the army primarily obeys the mythic leader who adds this quality to the settlement. Thus, the army can only be truly defeated by removing all mythic characters from leadership positions. The army can only be used to defend or guard the settlement.

**TABLE 4-I: SUPERNATURAL ARMY SIZE**

SETTLEMENT TYPE	ARMY SIZE	ARMY CHALLENGE RATING (ACR)
<i>Thorp</i>	Fine	1
<i>Hamlet</i>	Diminutive	2
<i>Village</i>	Tiny	3
<i>Small town</i>	Small	4
<i>Large town</i>	Medium	5
<i>Small city</i>	Large	6
<i>Large city</i>	Huge	7
<i>Metropolis</i>	Gargantuan	8

**BANISHMENT**

**Kingdom:** Loyalty +2, Stability +2, Unrest -2  
**Settlement:** Crime -6

As a standard action, any mythic creature or character who holds an established leadership role within the settlement's kingdom can expend a use of mythic power to exile a single non-mythic creature from the settlement. If not using the kingdom building rules, the status as a leader of the settlement is subject to GM discretion. The creature is allowed a Will save to negate (DC 10 + 1/2 the mythic creature's HD + mythic creature's Charisma modifier). On a failure, the creature is safely teleported (as the greater teleport spell) to the settlement's extents and cannot re-enter by any means. The settlement even appears invisible, silent, and intangible to any observation by the affected creature. This is a permanent curse effect (CL equals mythic creature's HD) that can be removed as a bestow curse spell. On a successful save, the creature is immune to banishment for 24 hours.

**BLESSED**

**Kingdom:** Loyalty +2, Stability +2, Unrest -2  
**Settlement:** -4 or +4 to any one settlement modifier (increase spellcasting by 2 levels)

The settlement possesses an extremely close connection to a deity, demi-god, or equivalent (such as a mythic character with the divine source universal path ability). The being might even be in residence and hold court within the settlement. Choose one domain available to the god or godlike being. Any character or creature within the settlement who venerates the selected deity gains the benefits and domain powers for that domain as a 1st level cleric while within the settlement. Divine casters in service to the settlement's deity cast any spells listed under the domain as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats while within the settlement. A mythic leader who grants this

quality to a settlement chooses which god is venerated and domain is gained when the quality is first applied, and cannot change it thereafter.

**DESTINY**

**Kingdom:** +4 to Economy, Loyalty, or Stability; Unrest -2  
**Settlement:** -4 or +4 to any one settlement modifier

The settlement has some great prophecy surrounding it. The tides of fate tend to be circular—even if “fulfilled”, it might occur again in the future. The First City might endlessly promote unity and civilization. A metropolis within the Negative Energy Plane might force residents toward a universe consumed by void.

Any non-mythic creature within the settlement is affected by a *geas/quest* spell to work toward the prophecy's fulfillment. This is not an enchantment, compulsion, or mind-affecting effect, and affects any creature (not just living creatures). The *geas* persists for as long as the creature remains within the bounds of the settlement. Any penalties accrued persist until the creature departs the settlement, but are immediately removed at that time. However, a creature then returning to the settlement regains these penalties unless they honor the *geas/quest* dictums. A mythic leader who grants this quality to a settlement chooses the details of the prophecy when the quality is first applied, but cannot change it thereafter.

**DOORS**

**Kingdom:** Economy +6  
**Settlement:** Economy +2, Lore +2, Society +2

Within the settlement are hidden magical doorways. Once per day a mythic character or creature can attempt a DC 20 Knowledge (local) check while within the settlement to find an appropriately enchanted doorway. Once the door is found, they may then attempt a DC 20 Knowledge (geography) check to reach a desired destination. On a success, the character is teleported as the *teleport* spell (CL 20) to the destination of their choosing. If they succeed on the check by 5 or more, they are instead teleported as the *greater teleport* spell (CL 20). A non-mythic character or creature may also make use of these doors but must be led and accompanied by a mythic character or creature that succeeds at the skill checks.

A settlement with this mythic trait commonly makes use of keys (see below). Travel from the settlement is one-way without a key. The mythic leader who grants this quality to a settlement does not require skill checks to use its benefits and can choose to “lock” the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action.

.....

**KEY****PRICE 30,000 GP**

Aura strong conjuration; CL 13th  
Slot —; Weight —

Every key is tied to a single settlement with the doors mythic quality. The appearance of individual keys varies widely, from skeleton keys crafted from human bone to jagged cold iron depending on the mythic settlement it is tied to. A character holding a key can use the doors within a specific mythic settlement with the doors quality as if they were a mythic character.

Once per day a mythic character can expend a use of mythic power as a standard action to transform any door with a lock into a doorway to a specific mythic settlement (decided when the key is created) with the doors quality. This acts as the *greater teleport* spell.

**Construction Requirements** Cost 15,000 gp

Craft Wondrous Item, Mythic Crafter, *greater teleport*

.....

**ELUSIVE**

**Kingdom:** Loyalty +4, Stability +2

**Settlement:** Crime -4, Law +2, Society -2

The settlement is extremely difficult to locate, and most might walk right past it, none the wiser. Locating the settlement requires a DC 30 Perception check. A single successful check allows a creature to lead any number of other creatures to the settlement (including armies). A creature that has visited the settlement before or who knows precisely where it is gains a +10 bonus on the check. Mythic characters or creatures gain a bonus on the check equal to their mythic tier or rank. Truly desperate creatures have an easier time finding the settlement. A character suffering from the fatigued condition gains a +2 circumstance bonus to the check. A character suffering from the exhausted condition gains a +4 circumstance bonus to the check. The mythic leader who grants this quality to a settlement does not require a Perception check to locate it.

**GRAVITY**

**Kingdom:** none

**Settlement:** none

The gravity *planar trait*<sup>GMG</sup> operates differently within the settlement than the plane the settlement is within. This can be used to give a settlement the normal gravity, heavy gravity, light gravity, no gravity, objective directional gravity, or subjective directional gravity planar traits.

The plane's normal gravity resumes outside the settlement's extents. This might cause creatures entering or exiting the settlement to experience falling damage.

**KNOWLEDGE**

**Kingdom:** Economy +2, Loyalty +2, Stability +2

**Settlement:** Lore +4 (increase spellcasting by 2 levels)

The settlement contains a renowned repository of knowledge. The source might take many forms, from



MYTHIC KINGDOMS

ever-growing stacks with all human dreams written upon the pages or endless crystalline memories of a lost civilization. The settlement's knowledge covers all specific Knowledge skill types, allowing any creature within to make untrained Knowledge checks with a DC higher than 10 (with 1d4 hours of research). Mythic characters or creatures add a bonus to all Knowledge checks equal to their mythic rank or tier when researching within the settlement (in addition to the settlement's Lore modifier).

Any creature within the settlement can cast legend lore as a spell-like ability once per month, except the casting time is as normal for the spell. The creature is always treated as if they possess detailed information on the person, place, or thing being researched (casting time of 1d10 days).

**LEGENDARY BUILDINGS**

**Kingdom:** Varies

**Settlement:** Varies

The settlement allows for the creation of truly legendary structures—towers of impossible size, arenas fit for mythic monsters, foundries where adamantine is forged in living lava, and so on.

Any building described in Pathfinder Roleplaying Game: Ultimate Campaign can be upgraded into a legendary building. Creating a legendary building works as described in the kingdom building rules except as follows. The cost for the legendary building is increased by 150% and cannot be discounted except by other legendary buildings (but still provide discounts to non-legendary buildings). A legendary building can only be upgraded from or to another legendary building. A settlement may have any number of legendary



buildings, but no more than one legendary building of a given type (regardless of normal limits).

Any kingdom building or settlement modifiers for a legendary building are doubled from those provided by a normal building. Likewise, any special benefits that affect base value, magic items, or purchase value are doubled. For example, a legendary black market would cost 75 BP, but add +4 Economy, +2 Stability, +2 Unrest, +4,000 gp base value, Corruption +4, and Crime +4. It would also provide 4 minor items, 2 medium items, and 2 major items. See the Enchanted Structures section for additional legendary building options.

### MAGIC

**Kingdom:** none

**Settlement:** Increase (for enhanced or normal magic) or decrease (for impeded magic) spellcasting by 2 levels (minimum 0)

The magic *planar trait*<sup>GMG</sup> operates differently for the settlement than how the plane the settlement is within normally functions. This can be used to give a settlement normal magic, enhanced magic, or impeded magic planar traits. The plane's normal magic resumes outside the settlement's extents, but the settlement's magic traits affects any spells cast into the settlement from outside of it or spells cast from within that affect targets outside.

### MORPHIC

**Kingdom:** Economy +4 (reduce BP cost of all buildings by 4 [minimum 0])

**Settlement:** Economy +4

Any mythic creature or character within the settlement can use *move earth* as an at will spell-like ability (with the normal casting time) to affect the settlement and can reshape normal plants or stone in the same manner. The mythic leader who grants this quality to a settlement can reshape the settlement in this manner as a standard action.

### MOVEMENT

**Kingdom:** Economy +6

**Settlement:** Economy +2, Lore +2, Society +2

The entire settlement is capable of some amazing method of transportation. Perhaps it can fly through the clouds, sail across or under the sea, crawl across the land, or burrow through the earth. Any creatures within the settlement are carried with it when in motion, and depending on the method of locomotion, might be in danger when leaving (for example, falling from the sky, drowning, or becoming buried alive). However, they remain protected from any effects of the settlement's environment moving while within it.

Settlements capable of movement are not quick, traveling 30 feet per round or 3 miles per hour. Most settlements of this type have some sort of "helm" or mechanism to direct its movements, allowing mythic creatures or characters other than the mythic leader who grants this quality to operate the movement. These mechanisms require expending a use of mythic power to operate for 24 hours. The mythic leader who

grants this quality to a settlement does not need to expend mythic power or use a mechanism to control the settlement's movement, and their desires supersede the control of any other creature. This mythic quality can never be used to directly or intentionally cause damage or destruction. Even if a settlement is dropped from the sky on another settlement or creature (or some analogous event), the mythic magic enchanting the settlement prevents it from crashing into the earth.

This quality may be taken more than once, each time bestowing a new method of movement.

### MYTHIC POPULACE

**Kingdom:** +2 to Economy, Loyalty, and Stability

**Settlement:** +1 to all settlement modifiers

The nature of the settlement causes creatures spending time within it to become imbued with a temporary piece of mythic power. Perhaps spending time in the Heart of Fey makes a creature part fairy, or living within a god's presence imparts a shard of the divine. Any non-mythic creature that spends 24 consecutive hours within the settlement gains the Mythic Companion feat as a bonus feat for as long as they remain within the settlement. At GM discretion, this may also serve to allow the character to qualify for taking the Mythic Companion feat or even become a reason for mythic ascension.

### NEXUS

**Kingdom:** Economy +6

**Settlement:** Economy +2, Lore +2, Society +2

The settlement contains one or more permanent portals to different planes (as the planar travel version of the *gate* spell). A settlement has a number of gates based on its size per the following table. These gates cannot be dispelled or ended by any means short of divine intervention. A single settlement might have multiple gates going to different locations on the same plane. If the settlement increases in size, it gains additional gates. The mythic leader who grants this quality to a settlement dictates where all gates are within the settlement and where all gates lead. The mythic leader who grants this quality to a settlement can choose to "lock" the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action. This quality can be selected multiple times, each time adding an additional number of gates based on the settlement's size. A settlement with this mythic trait commonly makes use of planar keys (see sidebar).

**TABLE 4-2: NUMBER OF GATES**

SETTLEMENT TYPE	NUMBER OF GATES
<i>Thorp</i>	2
<i>Hamlet</i>	2
<i>Village</i>	4
<i>Small town</i>	4
<i>Large town</i>	6
<i>Small city</i>	8

Large city	10
Metropolis	12

.....

**PLANAR KEY PRICE 50,000 GP**

**Aura** strong conjuration; CL 17th  
**Slot** none; **Weight** —

Every planar key is tied to a single settlement with the nexus mythic quality. The appearance of individual planar keys varies widely, from everhot iron to solidified shadow, depending on the mythic settlement it is tied to. A character holding a planar key can plane shift to the settlement once per day. Using the planar key in this manner always causes the user to arrive within the settlement (and never outside of it), although they appear in a random location within the settlement.

Once per day, a mythic character can expend a use of mythic power as a standard action to temporarily alter the destination of any gate within the settlement with the nexus mythic quality. This acts as the planar travel version of the *gate* spell only and requires the users to be in the settlement and adjacent an active unlocked permanent *gate*.

**Construction Requirements Cost 25,000 gp**

Craft Wondrous Item, Mythic Crafter, *gate*, *plane shift*

.....

**PROTECTED**

**Kingdom:** Loyalty +2, Stability +2, Unrest -2  
**Settlement:** Law +4, Society +2

Any creature within the settlement is protected from any damaging or dangerous *planar traits*<sup>GMG</sup> of the plane the settlement is located within (or moved to in the case of some qualities or disadvantages). For example, a settlement located within a negative-dominant plane would protect living creatures within from damage or negative levels, and a settlement on the Plane of Fire would protect inhabitants (and flammable objects) from fire damage.

**SANCTUARY**

**Kingdom:** Stability +4, Unrest -2  
**Settlement:** Crime -4, Law -2

The settlement is supernaturally peaceful, making it difficult for creatures to behave in an aggressive or violent manner. Every creature within the settlement is affected by a constant *sanctuary* spell effect. If this effect is ended for any reason, it resumes 1 round later. The Will save DC to attack the creature is equal to 10 + 1/2 the creature's HD + the creature's Charisma modifier. Mythic characters or creatures gain a bonus to their Will saves equal to 1/2 their mythic tier or rank.

**TIME**

**Kingdom:** Stability +4, Unrest -2  
**Settlement:** none

The time *planar trait*<sup>GMG</sup> operates differently for the settlement than how the plane the settlement is within normally functions. This can be used to give a settlement

normal time or the timeless planar traits. The plane's normal time resumes outside the settlement's extents.

**TECHNOLOGICAL**

**Kingdom:** Economy +6  
**Settlement:** Lore +4, Society +2

The settlement contains a *single technological crafting laboratory*<sup>TG</sup> (see the *Pathfinder Roleplaying Game* supplement concerning technology for details) and a power source sufficient to allow the laboratory's use each day for work on a single project. Given the relative rarity of technology in most campaigns, this mythic quality being available for PC controlled settlements is subject to GM discretion. This quality can be selected multiple times, each time granting an additional technological laboratory (with sufficient power to function).

**WEALTH**

**Kingdom:** Economy +6  
**Settlement:** Economy +6

The settlement possesses legendary prosperity, perhaps with streets literally paved with gold, and precious gemstones used by children like marbles. The average citizen lives in a manner superior to most mundane kings and queens, and the powerful have vast unbelievable resources. The base value and purchase limit of a settlement with a size equal to a thorp or hamlet is treated as a Small city. The base value and purchase limit of a settlement with a size equal to a village, Small town, Large town, or Small city is treated as a metropolis. A settlement with a size equal to a Large city or metropolis has a base value of 50,000 gp and a purchase limit of 200,000 gp.

# MYTHIC DISADVANTAGES

A mythic settlement usually does not have more than one or two mythic disadvantages, as they inflict sufficiently severe negatives to devastate a community poorly prepared for them. A settlement within a kingdom controlled by mythic player characters generally only gains a mythic disadvantage if the mythic Ruler of the kingdom chooses to gain one in order to also gain a bonus mythic quality. Otherwise, the settlement might gain one if the mythic leaders who granted mythic qualities are deposed or abdicate power.

**APATHY**

**Kingdom:** Economy -6  
**Settlement:** Economy -2, Law -2, Lore -2

It is difficult for creatures within the settlement to feel emotion. This effect suppresses (but does not dispel) any morale bonuses granted by non-mythic spells or effects such as *bless*, *good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's

rage ability. It also suppresses any fear effects and the confused condition from creatures within the settlement. While within the settlement, a suppressed spell, condition, or effect has no effect. When a creature leaves the settlement, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. Mythic creatures and characters are immune to this effect. A settlement cannot have this disadvantage and the unnatural disadvantage.

### CATASTROPHE

**Kingdom:** -6 to any one kingdom modifier

**Settlement:** -6 to any one settlement modifier

The settlement suffers from some terrible and ongoing calamity. Perhaps it has sunk beneath the waves, or becomes saturated in a thick poisoned fog each night. Any tenacious survivors depend on some special circumstances for continued survival, or live on borrowed time.

### CURSED OBJECTS

**Kingdom:** Economy -2, Stability -2, Unrest +2

**Settlement:** Economy -4, Lore -2 (only cursed magical items can be purchased)

Any non-mythic magical item (an item with Mythic Crafter as a prerequisite) within the settlement becomes cursed for as long as it remains within the settlement. To determine the item's curse, roll randomly on the [common item curses table](#)<sup>CRB</sup>. Any non-mythic item crafted within the settlement is permanently cursed, even if removed from the settlement.



### CURSED PEOPLE

**Kingdom:** Economy -2, Stability -2, Unrest +2

**Settlement:** Economy -4, Lore -2

Any non-mythic creature that remains within the settlement for 24 hours is affected by a curse with an effect equivalent to a *bestow curse* spell effect (CL 20) for as long as they remain within the settlement. This curse is always the same for every creature, and is defined when this disadvantage is gained. Unlike an ordinary bestow curse effect, this does not allow a save to negate. This curse can be temporarily removed for an individual creature with a break enchantment, limited wish, miracle, remove curse, or wish spell. However, the creature becomes cursed again after 24 hours if they remain within the settlement. A settlement with the mythic populace mythic quality cannot have this disadvantage.

### DEAD MAGIC

**Kingdom:** Economy -4, Stability -2

**Settlement:** Economy -6 (no magic items or spellcasting)

No magic other than permanent planar portals can operate within the settlement. This functions as the antimagic field spell.

### ERRATIC GRAVITY

**Kingdom:** Stability -6

**Settlement:** none

Gravity within the settlement fluctuates from day to day, making movement always a challenge for those that dwell within. Each day within the settlement, roll a d% to determine how gravity functions for the day. A settlement with the gravity mythic quality cannot have this disadvantage.

**TABLE 4-3: GRAVITY PLANAR TRAITS**

D%	GRAVITY PLANAR TRAIT
01-10	objective directional gravity
11-30	light gravity
31-70	normal gravity
71-90	heavy gravity
91-100	subjective directional gravity

### ERRATIC TIME

**Kingdom:** Stability -6

**Settlement:** Crime -2, Law +2

Time within the settlement flows in a chaotic manner in comparison to the outside world. Time might pass normally one day and rapidly diverge the next. Each day within the settlement roll a d% to determine how time flows in comparison to the outside world for that day. Any inhabitants of the settlement are likely to be almost completely cut off from the outside world, as decades within might be days on the outside (or vice versa), and leaving carries the possibility of returning aged or finding all your friends and family dead. A settlement with the time mythic quality cannot have this disadvantage.

**TABLE 4-4: ERRATIC TIME**

D%	TIME WITHIN SETTLEMENT	TIME OUTSIDE SETTLEMENT
01-10	1 day	1 round
11-30	1 day	1 hour
31-70	1 day	1 day
71-90	1 hour	1 day
91-100	1 round	1 day

**RESTLESS DEAD**

**Kingdom:** Stability -4, Unrest +2

**Settlement:** Economy -2, Law +4, Society -2, Danger +20

The settlement is saturated with negative energy, resulting in any humanoid who dies (and is not properly disposed of) returning to unlife. Worse, undead who arise in this manner are extremely difficult to control and prone to violence. Any humanoid that dies animates as a ghoul at the next midnight. If a humanoid of 4 Hit Dice or more dies, it rises as a ghost. Humanoids killed by these undead arise as ghouls or ghosts after only 1d4 rounds. More powerful creatures or characters might arise as different or unique types of undead at GM discretion. Undead created due to this mythic disadvantage are immune to any non-mythic spell or effect that controls or influences their actions (such as the Command Undead feat or command undead spell).

**SHIFTING**

**Kingdom:** Stability -6

**Settlement:** Crime -2, Law +2

The entire settlement constantly moves randomly between the planes, making it impossible to know where it might be day to day, or for the populace to leave with any certainty of returning. More importantly, only an exceptionally hardy populace can survive some of the planes for a day (without the protected mythic settlement quality). Each day roll a d% to determine which random plane the settlement shifts to. On a result of the plane the settlement currently resides within, the settlement remains where it is. Even when shifting to the same plane on different days, the settlement is unlikely to be anywhere close to where it was previously (usually 5 to 500 miles distant as the plane shift spell).

**TABLE 4-5: PLANE SHIFT SPELL**

D%	PLANE
01-20	Material Plane
21-30	Plane of Earth
41-50	Plane of Water
51-60	Plane of Fire
61-70	Plane of Air
71-80	Shadow Plane
81-90	Astral Plane
91-100	Ethereal Plane

**UNNATURAL**

**Kingdom:** Does not contribute to any kingdom modifiers as unclaimed territory or settlement.

**Settlement:** No settlement modifiers, magic items, or spellcasting available

While the settlement's buildings and mythic qualities remain, any population has abandoned it and most people remain irrationally fearful of the area. The settlement seems inherently ominous—the shadows move without flickering light, structures seem like leering faces, and every dead tree looks like a grasping hand. Any non-mythic creature entering the settlement must succeed on a DC 15 Will save or become shaken for as long as they remain within the settlement. Every consecutive day spent within the settlement causes an additional Will save with the DC increased by +5. Shaken creatures who fail the save become frightened, and frightened creatures become panicked (fleeing from the settlement). A settlement with the mythic populace mythic quality cannot have this disadvantage.

**WILD MAGIC**

**Kingdom:** Stability -6

**Settlement:** Crime +4, Economy -2 (decrease spellcasting by 2 levels [minimum 0])

Any non-mythic magic cast within the settlement might function in radically different ways as the wild magic *planar trait*<sup>GMG</sup>.



# ENCHANTED STRUCTURES

While the majority of legendary buildings feature merely interesting thematic elements and improved kingdom/settlement modifiers, some might feature specific magical benefits that impact mechanics on a smaller scale. This allows for the creation of taverns featuring a daily heroes' feast or a stables filled with phantom steeds.

To create an enchanted structure, a character must possess the Craft Wondrous Item feat and the Mythic Crafter mythic feat. Enchanted structures can only be located within settlements with the legendary building mythic quality, and the building must be enchanted during its construction. The cost for the building's enchantment(s) is either paid in gold pieces as magic item crafting, added to the Build Point cost of the structure (1 BP = 2,000 gp), or is some combination of gold and BP.

Enchanting buildings works in a similar manner to the creation of wondrous items with the Craft Wondrous Item feat. Most building enchantments are simply spell effects, but some might resemble any wondrous item (at GM discretion). Any spells required in the building's enchantments are added to the requirements, and the mythic character enchanting the building must succeed on a Spellcraft or applicable Craft or Profession check as normal. On a failed check, the building is still a legendary building, but does not have the desired enchantments.

The base price of enchanting a building is the same of making an equivalent wondrous item. Do not double the price as a slotless magic item. Creating an enchanted building requires 1 day for each 1,000 gp in the base price.

The major divergence between wondrous items and enchanted buildings is that the latter has far greater potential scope and effect, anchored by the building's legendary nature. Most enchantments on buildings affect the structure itself or empower creatures within it.

- Any spell effect that affects an area and has a duration can be placed on a building, with a cost equal to a continuous magical item effect. The spell effect affects the entire building's area, regardless of the spell's normal area.

For example, a continuous mage's private sanctum spell could be placed over a sprawling legendary palace and its grounds. This would have a cost of 45,000 gp (for a continuous level 5 spell, caster level 9th) beyond the legendary building's cost.

- The building can grant the benefits of any continuous or use-activated wondrous item effect (or equivalent) to all creatures within the structure. This cost is typically 150% of the wondrous item's cost (beyond the legendary building's base cost). All creatures gain the benefits of the wondrous item while within the structure, but lose the benefits when outside of the structure. This does not require an item slot, even if the item normally requires one. For example, everyone on a legendary paved road might gain the benefits of boots of striding and springing for as long as they remain on the road. This would have a cost of 4,125 gp beyond the legendary building's cost.

- Any spell effect that affects an object can be placed on an enchanted building as if it was a single object and ignores any restrictions base on weight. Discrete objects (like furniture) within it are not affected, but objects considered part of the structure (like doors and windows) would be affected. This costs the same as a continuous magical item effect. For example, a legendary magical academy might be completely invisible. This would have a cost of 6,000 gp (for a continuous level 2 spell, caster level 3rd) beyond the legendary building's cost.
- The building can allow creatures to duplicate spell effects or use-activated magical item effects. If the effect has a use limit per day, it applies to any individual creature within the building. If the building duplicates a spell effect with a duration (such as heroes feast or phantom steed), the effects persist outside of the building.

For example, a legendary bank might allow creatures within to cast *secret chest* 1/day on a chest they provide with replicas provided by the bank. Any number of creatures could cast *secret chest* each day, but each could only do so once per day. This would have a cost of 10,600 gp (for a command word activated level 5 spell, caster level 9th, with a 25 gp material component) beyond the legendary building's cost. While the *secret chest* duration would persist even after they depart the bank they can only send or recall the chest while within the bank.

Enchanted legendary buildings cannot be used to duplicate the effects of single use items or items with a limited number of charges before becoming nonmagical such as a *necklace of fireballs*). Mythic characters cannot cast the mythic version of a spell enchanting a building when it is activated.

## SAMPLE MYTHIC SETTLEMENTS

The following are examples of the sort of settlements that can be created with mythic qualities and disadvantages.

### NULL

LN Small town (mythic)  
 Corruption +2; Crime -2; Economy -5; Law +7; Lore +6; Society +0  
**Qualities** destiny, technological (2)  
**Danger** 0; **Disadvantages** dead magic

### DEMOGRAPHICS

**Government** overlord  
**Population** 1,000 inevitables (900 arbiters, 90 zelekhuts, 9 kolyaruts, 1 lhaksharut)

### MARKETPLACE

**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;

### Spellcasting —

**Minor Items** —; **Medium Items** —; **Major Items** —  
**kingdom**

**Buildings** castle, foundry, library

**Economy** +9, **Loyalty** +7, **Stability** +5, **Unrest** -5;  
**Defense** +8, **Fame** +1

Null is a clockwork fortress of moving pieces, saturating steam, and deafening mechanical sounds. The inevitables possess many long-term strategies and plans, some which might seem silly to shortsighted mortals. While magic can be a useful tool, most undoubtedly stinks of chaos. The nature and rules of magic are difficult to quantify, which alone makes it a threat. The inevitables and their axiomite overlords (see Pathfinder Roleplaying Game: Bestiary 2 for details) would prefer a more reliable and lawful alternative, for when the universe has been conquered and chaos reduced to nothing. The fact that the war with chaos might be the next best thing to eternal makes little difference.

With this goal in mind, the primal inevitables created the town of Null, secreted away within Utopia. Within it they eliminated every hint of magic and set servants to discovering the secrets of technology. The inevitable's single-minded fanaticism in pursuit of this goal affects any creature entering Null (as the geas spell). However, the experimental bastion possesses both a military and production laboratory, powered by massively inefficient steam engines endlessly fed by hundreds of tireless arbiters.

### DREAD NECROPOLIS

NE Small city (mythic)

**Corruption** +3; **Crime** +2; **Economy** +8; **Law** +7; **Lore** +9 (+11 Knowledge [religion]); **Society** +4

**Qualities** army, magic (enhanced necromancy), morphic, movement (land), mythic populace

**Danger** 5; **Disadvantages** restless dead

### DEMOGRAPHICS

**Government** magical

**Population** 7,600 (4,400 undead, 3,000 dwarf, 200 other)

### MARKETPLACE

**Base Value** 6,000 gp; **Purchase Limit** 25,000 gp;

**Spellcasting** 9th

**Minor Items** 4d4; **Medium Items** 3d4;

**Major Items** 1d6

### KINGDOM

**Buildings** academy, barracks, black market, brewery, cistern, city wall, dump, graveyard, foundry, sewer system, watchtower

**Economy** +17, **Loyalty** +9, **Stability** +12, **Unrest** -4;  
**Defense** +5, **Fame** +0

The Dread Necropolis is built within and upon the body of an endlessly rotting titan of such colossal proportions that it may have been a god. Dwarven settlers discovered the corpse an age ago, buried deep beneath a mountain's stone. They found its very proximity poisoned their people's bodies, causing all to arise as hungry dead. Most fled the cursed caves, but a few remained behind, determined with characteristic stubbornness to master the threat. Becoming the first of the Dread Lords, these necromancers found consuming the god's flesh gave them great power, and



that they could shape the dead god's rock-hard bone with sheer will.

As their power grew, they became forgotten by their cowardly cousins. Until, with a lurching quake of the earth, the dead god burst free of the mountain tomb. The great mobile corpse fortress now crawls across the world's surface, with massive arms slowly dragging it leagues with every lurching motion. The necromantic archmages of the dwarves claim no dark motive, but their agents and influence spread ever outward. It is likely only a matter of time before the tumorous forts of bone expel armies of the dead.

## CROSSROADS

CN metropolis (mythic)

Corruption +11; Crime +14; Economy +2; Law -1\*\*;  
Lore +8; Society +9

**Qualities** blessed (Travel domain), magic (normal),  
nexus (2), protected, time (normal)

**Danger** 30; **Disadvantages** anarchy\*, catastrophe\*\*

## DEMOGRAPHICS

**Government** anarchy

**Population** 85,000 (40,000 outsiders, 30,000  
humanoids, 15,000 other)

## MARKETPLACE

**Base Value** 22,000 gp; **Purchase Limit** 100,000 gp;

**Spellcasting** 10th

**Minor Items** all available; **Medium Items** 4d4+1;

**Major Items** 3d4+1

## KINGDOM

**Buildings** alchemist, arena, black market, cathedral,  
foreign quarter, guildhall, inn (3), monument, paved  
streets, sewer system, tavern, tenement (6)

**Economy** +20, **Loyalty** +13, **Stability** +17, **Unrest** +4;  
**Defense** +0, **Fame** +2

\*The surface of Crossroads is plagued by warp storms that plague the poorest of the populace. This mythic disadvantage is removed if the city can be reclaimed by a mythic character with the mythic leader ability.

A forgotten goddess of travel and trade once calmed a portion of Limbo's pandemonium, creating a still oasis of reality within the formless wild. With her near-omnipotence in regards to locations, she placed her city at the exact center of the infinite plane, though this seemed to defy reason. This drove the protean lords of chaos into a rage that defies description. Now Limbo had a center, and a point by which it could be forever defined. They bent all their power toward the city's destruction, but their might could not overcome the divine defenses. The warp storms still rage at the city's extents.

Gates opened, connecting the Crossroads of reality to cities across the planes. Mortals and outsiders alike migrated to the center of formless sea, which soon became the greatest collection of civilized beings within the cosmos. None can recall exactly what happened to the goddess founder. Some say she simply left, while others claim her dead. Regardless, for millennia now the city has lacked any centralized governance. A hundred villains and heroes carve out small constantly shifting territories, laying claim and trading access to the invaluable gates and planar keys. Many believe the Crossroad's gradual descent into anarchy is the influence of the thwarted protean lords, driving the hated city to ruin.

The Crossroads is a metropolis-sized planet, with an interior resembling a beehive. Every square inch is settled, with the poorest relegated to the surface, where they must face the risk of warpwaves (see *Pathfinder Roleplaying Game: Bestiary 2* for details). Twenty-four gates are spread evenly within the sphere, leading to safe locales within a dozen different planes. The normally erratic time and wild magic of Limbo are eliminated within the city's bounds, and the goddess' wards prevent the warp storms from tearing the metropolis to shreds. However, the protean lords' enduring anger wears down the metropolis like an ocean's shore. The city weakens more with each passing century, and it may be only a matter of time before the forces of chaos descend upon Crossroads.



CHAPTER 5

Buildings  
and  
Strongholds



**Y**OUR HEROES MAY WISH TO CREATE CASTLES AND strongholds, or even just build a house, inn, tavern, or other cozy home base for themselves, but without the need to diverge into a separate subsystem like the Kingdom and War rules in Chapters 1 and 2. The rules in this chapter do offer advice for bridging the gap between those systems and the standard *Pathfinder Roleplaying Game* rules for adventurers, but they are primarily rooted in gameplay at the player character level, with a wealth of detail for the kinds of buildings they'd like to create, whether a lowly shack in the smallest hamlet, or a mighty castle protecting an important trade route. It also connects building construction into an expansive treatment of siege weapons of all types that can be used to assault the fortresses built by your PCs or by the PCs to bring down the strongholds of their enemies!

# ROOMS AND BUILDINGS

Rooms are the core of the building system, and there are a wide variety of room types which allow the creation of almost any building possible. The rooms described here are designed to function within the building system for downtime as described in *Pathfinder Roleplaying Game Ultimate Campaign*.

## ROOM FEATURES

Rooms are defined by their type, the quality of their furnishings, their construction materials, and any augmentations which have been applied to the room.

## TYPE

Room type is the room as described in *Pathfinder Roleplaying Game Ultimate Campaign*. This determines the purpose of the room and the typical contents.

## FURNISHINGS

The quality of furnishings in a room are typically indicative of the wealth of the owner and can have a drastic impact on the room's ability to earn capital. The different quality levels are Destitute, Poor, Average, Wealthy, and Extravagant.

If a character has rooms with lower quality furnishings than their standard of living, they apply a -2 penalty per level of difference to all Diplomacy skill checks against characters who know of the room, as people assume they're just 'flashing cash' rather than making a long-term effort to integrate into the community. Conversely, if a character has rooms with higher quality furnishings



than their standard of living, they apply a -2 penalty per level of difference to all Bluff skill checks against characters who know of the room, as people assume they're lying about more than just how wealthy they are.

**TABLE 5-I: FURNISHING QUALITY**

QUALITY	COST*	EFFECT
<i>Destitute</i>	-6 goods, -4 labor (-200gp); -3 days	-5 on the room's earnings check to generate capital
<i>Poor</i>	-3 goods, -2 labor (-100gp); -2 days	-2 on the room's earnings check to generate capital
<i>Average</i>	-	-
<i>Wealthy</i>	9 goods, 6 labor (300gp); 20 days	+5 on room's earnings check to generate capital
<i>Extravagant</i>	18 goods, 12 labor (600gp); 20 days	+10 on room's earnings check to generate capital

\*: The cost of a room may never be lower than zero for any type of capital, and all rooms take at least 1 day to build.

# MATERIALS

Rooms are assumed to be made of wood (wooden walls, wooden floors, wooden ceiling), but there are a wide variety of alternative options available, ranging from paper or hide, all the way to solid adamantine.

The following table provides details of the various materials from which a room can be constructed. A wall segment is a 10-foot-by-10-foot section of wall with the appropriate thickness. A room's floor and ceiling are constructed of the same material as the walls, and do not factor into the cost of the room.

**Material:** The material the walls of the building are constructed from.

**Thickness:** A wall constructed of this material is typically this thick.

**Hardness:** The hardness of the material

**HP (HP per inch):** The number of hit points a wall of typical thickness has, as well as the hit points per inch of thickness for the material, if a wall of differing thickness is used.

**Cost (gp/lb):** The cost in gp of 1 lb of the material.

**Cost (gp/wall segment):** The cost in gp of a single 10' x 10' wall segment.

**Goods cost (per wall segment):** The cost in goods capital for a single 10' x 10' wall segment.

**Labor Factor:** The labor cost of the room is multiplied by this factor. Higher factors represent materials that either require special handling (for example fragile materials such as glass) or are significantly harder to work (such as adamantine).

**Time Factor:** The time cost of the room is multiplied by this factor. Materials that are harder to obtain or take more time to turn into a useful form for building generally have a higher time factor.

**TABLE 5-2: WALL MATERIALS COST**

MATERIAL	THICKNESS (FT)*	DAMAGE THRESHOLD	HP (HP PER INCH)	COST (GP/LB)	COST (GP/WALL SEGMENT)	LABOR FACTOR	TIME FACTOR
Paper	0.0025	0	1 (12)	2.5	0.25	1	1
Glass	0.04	2	1 (2)	1	640	2	1
Viridium <sup>s</sup>	0.04	7	7 (15)	40	25600	2	2
Viridium (magically strengthened)	0.04	7	7 (15)	290	185600	2	2
Cloth	0.02	0	3 (15)	0.1	1.11	1	1
Darkleaf Cloth	0.02	10	5 (20)	375	4160	1	1
Griffon Mane	0.02	0	6 (30)	250	2775	1	1
Hide	0.04	2	7 (15)	0.006	32.4	1	1
Angelskin	0.04	5	3 (5)	100	21600	1	1
Dragonhide	0.04	10	5 (10)	9	1944	1	1
Eelhide	0.04	2	3 (5)	120	25920	1	1
Sod	1	7	60 (5)	-	-	1	2
Thatch	1	3	96 (8)	0.01	1.25	1	1
Wood	0.5	5	60 (10)	0.005	10	1	1
Darkwood	0.5	5	60 (10)	80	80000	1	1
Greenwood	0.5	5	60 (10)	50	100000	1	1
Whipwood	0.5	5	90 (15)	125	250000	2	3
Wyroot	0.08	5	10 (10)	250	40000	1	1
Unworked Stone	5	8	900 (15)	-	-	-	-
Hewn Stone	3	8	540 (15)	-	-	1	1
Drystone wall	1	8	90 (8)	-	-	2	1
Thin Masonry	0.5	8	45 (8)	0.05	255	2	1
Masonry	1	8	90 (8)	0.05	850	2	2
Superior Masonry	1	8	90 (8)	0.05	850	3	2
Reinforced Masonry	1	8	180 (15)	0.075	1350	2	3
Blood Crystal	0.08	10	10 (10)	500	600000	2	2
Iron	0.25	10	90 (30)	0.1	1225	1	3
Lead	0.02	3	7 (30)	0.05	71	1	1
Adamantine	0.08	20	40 (40)	300	1225000	3	3

<i>Alchemical Silver</i>	0.08	8	10 (10)	10	55675	2	3
<i>Elysian Bronze</i>	0.08	10	30 (30)	100	556750	2	3
<i>Fire-forged Steel</i>	0.08	10	30 (30)	75	417562.5	2	3
<i>Frost-forged Steel</i>	0.08	10	30 (30)	75	417562.5	2	3
<i>Living Steel</i>	0.08	15	35 (35)	50	278375	3	3
<i>Mithral</i>	0.08	15	30 (30)	500†	1952000	2	3
<i>Force Field</i>	-	30	20 (-)	-	40,000	1	1
<i>Magically Treated**</i>	-	x2	x2‡	x2	x2	-	

\*: 0.25 feet is 3 inches, 0.08 feet is 1 inch, 0.04 feet is 1/2 inch, 0.02 feet is 1/4 inch, 0.0025 is 1/32 inch

\*\* : This may be applied to any of the other wall types.

§: Viridium is an extremely dangerous building material. Unless the wall is also a composite wall made of lead, anyone who stays inside the room for 24 hours contracts leprosy (no save). This time does not have to be consecutive.

†: Mithral weighs half as much as iron, and costs 500gp per lb of an equivalent iron object.

‡: Or an additional 50 hit points, whichever is greater

**Note:** Materials without a cost are generally not obtainable by trade and must be obtained from the natural environment.

# ROOM AUGMENTATIONS

Rooms may be constructed with various additional features which improve the function of the room

## DOORS

Doors in a building are usually simple wooden doors, with one or more good wooden doors leading to the outside (these do not cost anything). In addition to the fortification augmentation, individual doors may be upgraded for the cost of 1/4 the cost of a wall section of the door's material. Larger doors may be constructed to accommodate larger creatures and objects, and the cost increases based on the space of a creature that may fit through without squeezing, x4 for Large, x9 for Huge, x16 for Gargantuan, and x25 for Colossal.

### DOOR, CONCEALED

**Benefit** a door which is not obviously a door

**Create** 1 goods, 2 labor (60 gp); **Time** 2 days

**Size** none

A less sophisticated version of the Secret Door augmentation, a concealed door is in plain view but isn't what it appears to be. Examples of this include a hinged bookcase, or a door which exactly matches the wooden panelling of the room. Normally when a Concealed Door is discovered, it is possible to open it with no special effort (unless it's locked). Like Secret Doors, if a Concealed Door is concealed from both sides, it must be paid for separately for each side. A concealed door requires a DC 20 Perception check to identify. Every 1 goods, 2 labor above the base cost of the augmentation adds +1 to the DC.

### DOOR, SECRET

**Benefit** a hidden door with a hidden opening mechanism

**Create** 2 goods, 3 labor (100 gp); **Time** 3 days

**Size** none



A Secret Door is a hidden exit from a room, generally requiring manipulation of a mechanism in another part of the room. Examples of this include a hidden button inside the bust of a famous bard on the table opening a sliding door behind a bookcase, or the almost ubiquitous tilting a book to open a door nearby. For the cost listed above the Secret Door is only secret from one side – if the other side is also to be a secret door, it must be paid for separately. A DC 20 Perception check can find a secret door, and another DC 20 Perception check will find the opening mechanism. Every 2 goods, 3 labor (100 gp) above the base cost increases the DC of both checks by +1.

### FORTIFICATION

**Benefit** increase room's durability

**Create** 8 goods, 7 labor (300 gp); **Time** 30 days

**Size** As original room

See *Pathfinder Roleplaying Game Ultimate Campaign*

### FORTIFICATION, IMPROVED

**Benefit** increase room's durability

**Create** 16 goods, 14 labor (600 gp); **Time** 30 days

**Size** As original room

This augmentation can be applied to any room, heavily reinforcing walls, adding iron-bound doors, and treating materials to resist fire. All walls have their hardness increased by +5, doors are iron doors (hardness 10, 60 hit points), and the walls and floors gain fire resistance 10. Like the fortification augmentation, this has no effect on the contents of the room, only the structure.

### FURNISHINGS

Furnishings are now a separate feature of a room, rather than an augmentation, see Furnishings (above).

### SPELL

Spells with a duration greater than instantaneous can be set to affect entire rooms. Treat these as continuous use wondrous items (base price of 2,000 gp times spell level times caster level) but the effects of the spell do not extend beyond the room, and automatically affect all creatures inside the room (spell resistance and saving throws still apply, and only need to be checked when a creature first enters the room – if the creature leaves and re-enters the room, check spell resistance and/or make any saving throw again).

Some spells that are commonly set into rooms include the following, with the price given in parentheses – magic capital may be used to pay for these at the normal rate: *antimagic field* (198,000 gp), *break enchantment* (90,000 gp), *darkvision* (12,000), *delay poison* (12,000 gp), *detect magic* (2,000 gp), *detect scrying* (28,000 gp), *dispel magic* (30,000), *enlarge person* (4,000 gp), *freedom of movement* (84,000 gp), *haste* (120,000 gp), *invisibility* (24,000), *invisibility purge* (30,000 gp), *nondetection* (32,500 gp), *read magic* (1,500 gp), *reduce person* (4,000 gp), *sanctuary* (8,000 gp), *see invisibility* (18,000 gp), *slow* (120,000 gp), *tongues* (45,000 gp), *true seeing* (276,500 gp), *zone of truth* (24,000 gp),

It is also possible to use the *permanency* spell to create permanent magical effects in a room. See the *permanency* spell for details and costs.

**Conditional Spells:** In addition to having spells which are permanently in place within rooms, it is also possible to have a spell augmentation that triggers only when certain conditions are met. Conditional spell augmentations cost twice as much as a normal spell augmentation, but the owner can select the triggering conditions per the *contingency* spell and may specify who or what is and is not affected by the augmentation. Once selected, the trigger conditions and targets may not be changed.

### TRAP

See *Pathfinder Roleplaying Game Ultimate Campaign* for the costs involved in installing traps in rooms you create.

# BUILDINGS

Buildings are combinations of rooms which are physically connected. The term “building” in these rules applies to the entire collection of rooms as a whole. Like rooms, buildings can be constructed of different materials, typically more durable than the interior construction. Further, buildings may have augmentations which apply to the entire building.



## CALCULATING THE APPROXIMATE SIZE OF A BUILDING

Many players will want to precisely map out the exact detail of their buildings, the placement of each room within it, which floor the rooms are on, and where the hallways and corridors run. Some would rather estimate the precise details, rather than getting involved in that level of detail. As a shorthand, it is possible to

approximate the external dimensions of a building, below are two ways of getting a close enough figure – method 1 should be used if you have not decided on the number of squares each room of the building actually occupies, otherwise use method 2.

## METHOD 1

Add together the minimum room sizes for all rooms on one floor of the building. Multiply this by 7.4. Calculate the square root of this number, rounding up to the nearest whole number. This is the number of 10' wall sections the building uses.

**Example:** Kulvinder has decided that she wants her character to own a bank. Looking that building up in *Pathfinder Roleplaying Game Ultimate Campaign*, she sees that a basic bank consists of 1 guard post, 2 offices, 1 secret room, 1 storefront, and 2 vaults. The minimum size for those rooms added together is 26 squares. 26 multiplied by 7.4 equals 192.4, and the square root of that is 13.87, rounded to 14, which is the number of wall sections around the outside of the building.

## METHOD 2

Sum the squares used for all rooms on one floor of the building, multiply by 4, and take the square root of that number, rounding up to the nearest whole number. This is the number of 10' wall sections the build.

**Example:** Kulvinder's friend Rhys has also decided to get into commerce, but rather than a bank, he's looking to set up his own guild, so he's designing a guildhall. Looking that building up, he sees that a basic guildhall has 1 common room, 1 kitchen, 1 lavatory, 2 offices, 1 secret room, 1 sitting room, 2 storages and 3 workstations. Like Kulvinder, Rhys doesn't want to precisely plan the layout, but decides that every room is going to be the largest possible square allowed. This makes his building 99 squares. Multiplying that by 4 is 396, and the square root of that is 19.899, rounding up to 20. If Rhys had been making Kulvinder's bank, he would have ended up with a 38 square building, which multiplies to 152, and the square root of that is 12.33, rounding up to 13, making his bank slightly smaller than Kulvinder's.

# BUILDING FEATURES

Buildings as a whole are classified by the material of the exterior construction, the type of windows, and their augmentations. It is also possible for buildings to have defensive fortifications (see *Fortified Buildings*, page 136)

## MATERIALS

The exterior walls of a building may be constructed of the same materials as the interior walls, but it is common for the outside of a building to be made of stronger materials than the inside.

## NEW ROOMS

These new room types are included to expand the options for buildings and to tie them into the rules for attacking and defending buildings in Part 2.

### EXTERIOR WALL

**Cost:** Special

This "room" provides no benefit to the building beyond protection from attack and the environment. It should only be used if the exterior wall of the building is made of a different material to the interior walls, and is considered to be a composite wall (see below). If the player would rather not have the additional protection of a composite wall, they may reduce the cost of the exterior wall by the cost of the interior walls it replaces.

To simplify matters, each floor of a building is considered to have the same material on all sides. This material may differ from floor to floor (such as stone at ground level and wood above). The only restriction being that the hit points of a supporting wall must equal or exceed the total hit points of all the wall sections directly above it.

### ROOF

**Cost:** Special

This room functions like an Exterior Wall room, but covers the top of the building. Treat it as a composite wall (see below) made of the roof material and the material of whatever room is underneath the roof section (if a roof section spans two rooms of differing material, use the stronger material). A roof does not count against the hit points needed to support walls.

A roof provides protection from the environment and indirect fire attacks.

### EXTERIOR WALL AND ROOF AUGMENTATIONS

Buildings can be constructed with a number of augmentations:

**Battlement:** The top of a building may be crenelated with merlons to provide cover to defenders (improved cover if prone). This cover does not apply against creatures on or above the structure. This adds 10% to the goods cost of a roof.

**Battlement, Embrasure:** This battlement features pierced merlons and hinged shutters between them that provide improved cover to defenders (total cover if prone). This adds 15% to the goods cost and 5% to the labor cost of a roof.

**Battlement, Parapet:** This uncrenelated lip or railing of stone provides partial cover to defenders atop a wall (cover if prone). This adds 5% to the goods cost of a roof.

**Buttress:** The interior of the structure is architecturally reinforced, allowing it to reduce SP damage from any siege weapon by 1. This increases the cost of the exterior wall by 25%

**Hoardings:** Roofed shelters added to a battlement to give protection and cover against attacks from above. Hoardings function as an additional roof section that sits above a structure or wall, providing total cover from attacks from above. A hoarding must be breached or destroyed before a building's own roof can be attacked. Hoardings are a separate Roof room which are not considered a composite wall.

**Reinforced Core:** Masonry or stone may include a core of metal plating or rebar. This strengthens the wall's structure, increasing hp and SP by 25% and also blocks spells such as *passwall* and *phase door*, which cannot penetrate metal. This adds 25% to the cost of the exterior wall.

**Splay:** The base of the structure is reinforced with a sloping glacis to deflect incoming attacks. Any melee attack or direct fire ranged attack against the structure's bottom section inflicts half damage. If the structure becomes damaged, melee attack damage is reduced by only 25%. If the structure is breached, the splay provides no further protection. This adds 10% to the cost of the exterior wall.

## COMPOSITE WALLS

To allow taller and more elaborate constructions, composite walls (made of layers of different materials) may also be constructed, which has the double advantage of being able to support heavier walls above and provide more defense against attack. To construct a composite wall, simply treat the exterior wall of the building as if it is made of each of the materials (and each must be paid for) and add together their hit points to determine how much they can support.

## WINDOWS

Windows on a building serve two primary purposes – to let in light, and to allow those inside the building to see out. They also allow those outside the building to see in, but when it comes to building defense, that is something of an unintended consequence.

For the purposes of most effects and game rules, windows are treated as a 5-foot by 5-foot vertical square, though the window is not necessarily that large in reality – at the GM's discretion, smaller windows may have different game effects.

Windows can be added to any building, and are usually one of the following types, though it is possible for a window to have more than one type (for example,



glass windows with shutters and blinds are possible). There is not usually a cost for including windows as part of a building's construction (except glass windows, as noted in their description), but the GM may wish to add a small labor capital cost if a player decides to add new windows to an existing building.

## GLASS WINDOWS

Glass windows allow light to pass through while offering protection from weather to the room. A single glass window costs 160 gp (8 goods), while all other window types can be added free to a building. Glass windows prevent weather effects from entering the building, and do not block light. Glass windows do not block line of sight, but block line of effect. Glass windows have an AC of 5, hardness 1 and 1 hit point. Glass windows are automatically destroyed by any siege weapon attack which strikes the wall segment they are on. Treat the window as an Open window until it can be repaired.

## SHUTTERED WINDOWS

A shuttered window has sturdy wooden screens which can be opened or closed depending on the needs and desires of the inhabitants. They can be locked from the inside to prevent them being opened by unscrupulous individuals (a disable device check at DC 15 will unlock most shutters). When closed they prevent weather effects passing into the building, but also block light. Closed shutters block line of sight, line of effect, and have an AC of 5, hardness 5, and 3 hit points. A window with shutters which are not closed is treated as an Open window (see below).

## OPEN WINDOWS

Open windows are simple holes in the exterior walls of a building. They do not block weather effects or light, and do not block line of sight or line of effect. A character standing next to an open window has cover (+2 AC) from attacks from the other side, and passing through an open window is considered moving through difficult terrain.

## DEFENSIVE WINDOWS

Arrow slits (often tall narrow openings wider on the interior than the exterior) provide improved cover to anyone standing at the opening on the inside of the building but the level of light from outside is reduced by one step (to a minimum of darkness). Defensive windows do not block weather effects entering the building. They do not block line of sight or line of effect.

## CURTAINS/BLINDS

Curtains are fabric hangings used to cover window openings from the inside. Blinds are horizontal or vertical strips of material (cloth or wood being the most common) that serve a similar purpose. The primary effect of curtains and blinds is to block line of sight and light from passing through the window, so are less frequently seen on shuttered windows than other types. Curtains or blinds may be added to any window type with no extra cost.

# BUILDING AUGMENTATIONS

The possible list of augmentations for buildings as a whole are almost limitless. Below are some of the most common augmentations.

## MOBILE BUILDINGS

This building can move, either by walking, rolling, hovering, flying, swimming, teleporting, or even across the planes. The following table shows the base speed of each movement type, how much it costs to add the type of movement to a building, and any additional information or restrictions which apply to the type of movement. A building may have multiple movement types added, each one must be paid for separately, but only one may be used at any one time. It is also possible to increase the speed of a movement type, with the cost of each additional 10 feet of movement given in the table.

**TABLE 5-3: MOBILE BUILDING COST AND SPEED**

TYPE (+10 FEET)	BASE SPEED NOTES	COST	SPEED INCREASE	NOTES
Walking	30 ft.	700 magic (70,000 gp)	300 magic (30,000 gp)	Cannot enter water greater in depth than the height of the building
Rolling	40 ft.	850 magic (85,000 gp)	500 magic (50,000 gp)	Cannot enter water greater in depth than half the height of the building
Hovering	0 ft.	300 magic (30,000 gp)	N/A	Does not reduce speed due to terrain and may pass over water. Maximum altitude is 30 feet.
Flying	30 ft.	1,000 magic (100,000 gp)	600 magic (60,000 gp)	Clumsy maneuverability, may hover at any altitude.
Swimming	30 ft.	700 magic (70,000 gp)	300 magic (30,000 gp)	Floats on the surface of the water unless the building has the environmentally sealed augmentation
Teleporting	Special	4,480 magic (448,000 gp)	N/A	CL 16 1/day, greater teleport
Planar-travel	Special	2,000 magic (200,000 gp)	N/A	CL 10 1/day, plane shift

## CONCEALED

**Benefit** the building isn't usually noticed by casual observers

**Create** 320 magic or 1000 goods, 600 labor; **Time** 32 days

This building is hidden from view, whether through *invisibility* or more mundane means (such as being cleverly designed to look like the surrounding terrain). A DC 22 Perception check will allow someone to notice that the building is there, otherwise it goes unnoticed. Every additional 32 magic or 100 goods and 60 labor increase the DC by +1.

## DIMENSION-LOCKED

**Benefit** teleportation into and out of the building is impossible

**Create** 1,280 magic (128,000 gp); **Time** 128 days

It is not possible to use spells of the teleportation sub-school into or out of this building (it is possible to teleport from one place to another within the building, however). Any augmentation providing a teleportation effect (such as a *teleportation circle*) that allows travel outside the building costs 50% more than normal. This extra cost must be paid, even if this augmentation is added later.

## DISGUISED

**Benefit** this building appears to be something it isn't

**Create** 200 goods, 150 labor; **Time** 60 days

This building appears to be something else, usually another kind of building. A DC 22 Knowledge Local check is required to determine the actual purpose of the building. Every extra 20 goods, 15 labor spent adds +1 to the DC.

## DUMBWAITER

**Benefit** small items may be easily moved from floor to floor without someone having to carry them

**Create** 120 magic (12,000) or 7 goods, 15 labor (220 gp); **Time** 12 days

A dumbwaiter is a small elevator system commonly used to transport food or small items between floors of a building. A tiny or smaller creature can fit into a dumbwaiter's compartment without difficulty, but larger creatures are unable to do so (however they may be able to use the shafts for hidden movement within the building).

A mechanical dumbwaiter requires maintenance, just like an elevator, costing 2 goods and 5 labor (70 gp) every 6 months. Replacement of the system, if needed, takes 2 days.

## ELEVATOR

**Benefit** a method moving from one floor of the building to another without using stairs

**Create** 240 magic (24,000 gp) or 15 goods, 30 labor (450 gp); **Time** 24 days

This represents either a mechanical (pulleys, ropes or cables) or a magical (levitation or flying) elevator system. An elevator takes 1 round to ascend or descend a single floor (multiple floors take multiple rounds, and a move action to select a destination).



A mechanical escalator system requires regular maintenance to ensure it keeps running smoothly. Every 6 months, 5 goods and 10 labor (150 gp) must be spent on maintenance, or there is a cumulative 5% chance per month that the system will break and require replacement for the full cost. Replacement in this manner takes 4 days.

## ENVIRONMENTALLY SEALED

**Benefit** effects, weather, and spells cannot penetrate the building.

**Create** 2,000 magic (200,000 gp); **Time** 200 days

An environmentally sealed building functions like an environmentally stable one, but also prevents any environmental effects penetrating the building. This means that the exterior of the building (including any windows) blocks line of effect for all spells of the conjuration (creation) subschool and prevents such spells effects from entering the building unless physically carried by a living creature. This means that (for example) cloudkill spells cannot pass through open windows, and the building provides air for the inhabitants even underwater or in a vacuum.



**ENVIRONMENTALLY STABLE**

**Benefit** the interior of the building is comfortable, regardless of outside conditions

**Create** 80 magic (8,000 gp); **Time** 8 days

The building magically maintains a comfortable temperature and climate for the inhabitants, regardless of the environmental conditions outside.

**EXTRA-DIMENSIONAL**

**Benefit** the building exists on a plane of its own.

**Create** 190 magic (19,000 gp); **Time** 1 day

This building is in its own demi-plane. The entrance to the building must clearly be a doorway or archway, and the entrance must not be accessible from any other direction (for example, the doorway to the demi-plane could be the front door to a large blue box but couldn't be the archway at one end of an alley). Passing through the door transports any creature into the demiplane, which follows the rules of the *lesser create demiplane* spell. More powerful demiplanes, using *create demiplane*<sup>UM</sup> (217 magic (21,700 gp)) and *greater create demiplane* (241 magic (24,100 gp)) may be constructed.

**SPELL**

Like rooms, buildings may have a spell augmentation. This costs twice as much as a room augmentation of the same spell, but a building may only have a single spell augmentation applied to it. This limitation does not prevent all rooms in the building being given the same spell augmentations. Anyone inside the building is affected by the spell augmentation when they enter the building, with spell resistance and any saving throws being attempted once when the creature first enters. The effect ends immediately when a creature leaves the building.

# FORTIFIED BUILDINGS

Fortifications are defensive constructions that help the defenders of a building when it is under attack. They do not provide any benefits to the rooms within the building but affect how the building is used in siege warfare or if an army (or even a group of adventurers) attack it. The rules in this subsection describe creating fortifications. The creation costs assume using hired labor.

**Permanent vs. Temporary Fortifications:** Fortifications can be permanently emplaced, in which case they always provide their benefits and drawbacks, or temporary, which speeds their construction significantly, but also reduces their effect – each type of fortification has separate statistics depending on whether it is permanent or temporary.

**DIFFICULT TERRAIN****PERMANENT**

**Create** 3 goods, 2 labor; **Time** 4 days

**TEMPORARY**

**Create** 1 good, 1 labor; **Time** 1 day

Most often a temporary fortification when a known attack is imminent, difficult terrain slows the advance of attackers and makes it impossible to make effective charges. It can take many forms, such as digging up the ground, scattering rubble around, or placing sharp plants in the way. Regardless of the exact method chosen, the effect on attackers is the same. Each difficult terrain fortification affects a 10-foot by 10-foot area and makes it difficult terrain for attackers. A successful DC 15 Knowledge Engineering check can negate the fortification. Doubling the cost of the fortification increases the DC by 5, and this may be done multiple times, doubling the cost each time.

Having a section of permanent difficult terrain that cannot be easily avoided on the approach to a building reduces the furnishings quality of all rooms in the building by 1 step.

**MOAT**

**Create** 2 goods 4 labor; **Time** 2 days

A moat is a trench (see above) that has been made effectively watertight and filled with water. A moat may only be constructed as a permanent fortification. Moats are usually significantly wider than they are deep, and can be built to house dangerous wildlife and plants

A moat can be avoided in the same way a trench can.

**RAMPART**

**Create** 1 labor; **Time** 1 day

A wall of packed earth, a rampart is half the height but the same thickness as a normal wall. It has double the hit points of a sod wall and is immune to damage from ranged siege weapons. A rampart may include a palisade, a wooden wall atop it with half the normal height, hp, and SP of a normal wooden wall.

**SWITCHBACK**

**Benefit** attackers must travel further to get to the entrance of the building

**PERMANENT**

**Create** 10 goods, 5 labor; **Time** 5 days

**TEMPORARY**

**Create** 5 goods, 3 labor; **Time** 1 day

A switchback is a carefully constructed artificial modification to the lines of approach to the front door of a building, effectively increasing the distance required to travel as attackers approach the entrance. Each switchback affects a 20-foot wide section of the building's exterior and extends 20 feet away from the building. Multiple switchbacks can be placed to extend the distance away from the building that is affected. A temporary switchback doubles the distance required to move in a straight line towards the building, while a permanent switchback triples it. A basic switchback only affects large or smaller creatures. Huge creatures can be affected if the switchback extends at least 3 switchback sections away from the building,

Gargantuan creatures if it extends 4 sections away, and Colossal if it extends 5 sections away. Flying creatures are not affected by switchbacks unless the building and fortification are underground.

For the purposes of other game rules, a switchback fortification does not count as difficult terrain, nor does it affect the speed of creatures in it, but it is not possible to charge through a switchback.

### TRENCH

**Create** 1 goods, 3 labor; **Time** 1 day

A trench is a section of ground (20 feet long, 5 feet wide, and 10 feet deep) that has been dug out to present a difficult barrier for attackers to circumvent. Almost all trenches have one or more straightforward paths to allow easy access to the building (an exception might be a temporary trench dug all the way round a besieged building which has a reliable source of food and water for the inhabitants), which represents a potential weak spot in the fortification (that path is likely to be heavily guarded by other means).

Wider and deeper trenches may be constructed by constructing additional trench fortification sections adjacent to the existing sections but must be at least as many sections wide as they are deep.

Flying attackers are not affected by trenches, and it may be possible for attackers to effectively circumvent trenches with Acrobatics checks to jump across them.

### WALL

**Create** See materials for goods, 1 labor (modified by materials labor factor); **Time** 1 day (modified by material's time factor)

A defensive wall may be constructed in the same manner as any other wall and has appropriate statistics to match. It is common for defensive walls to be built with shelter and raised platforms for defenders to stand within, to allow

them to make ranged attacks against attacking forces from positions of relative safety.

Flying attackers may avoid a wall by the simple method of flying over it, but until they have crossed the wall's position, the defenders still retain any advantages they have.

Walls do not have to be built a full 10-foot high – it is not uncommon for walls to be built 3- or 5-foot high, costing 1/3 and 1/2 the cost of a normal wall segment respectively, and requiring a similar proportion of time. 10-foot wall segments can only be built as permanent fortifications, but shorter segments can be temporary or permanent. The decision to make a wall temporary instead of permanent has no effect on the cost to create the wall, but temporary walls take 50% extra damage from siege weapon attacks and can be removed at no cost (but 1 day of time, regardless of material) later.

As with buildings, permanent wall fortifications may be constructed with windows.

It is common for a gatehouse room (see *Pathfinder Roleplaying Game Ultimate Campaign*) to be added to a permanent wall fortification. Other rooms may be added at the GM's discretion.

# BUILDING LOCATION

Where a building is and how far away it is from the resources to build it (whether labor or materials) can drastically affect the cost of a building.

**TABLE 5-4: MATERIAL COST BY LOCATION**

TERRAIN	COST MULTIPLIER (WITHIN HEX)	1 HEX (12 MI.)	2 HEXES (24 MI.)	3 HEXES (36 MI.)	4 HEXES (48 MI.)	5 HEXES (60 MI.)	NOTES
Plains	1	1	1	1	1	1	
Hill	0.8	0.8	0.9	0.9	1	1	Applies to stone and metal materials only
Desert*	+0.1						
Forest	0.75	0.8	0.85	0.9	0.95	1	Applies to wood materials only
Marsh*	+0.2						
Mountain	0.75	0.8	0.85	0.9	0.95	1	Applies to stone and metal materials only
Cavern**	0.5	-	-	-	-	-	Applies to stone and metal materials only
Water***	+0.5						

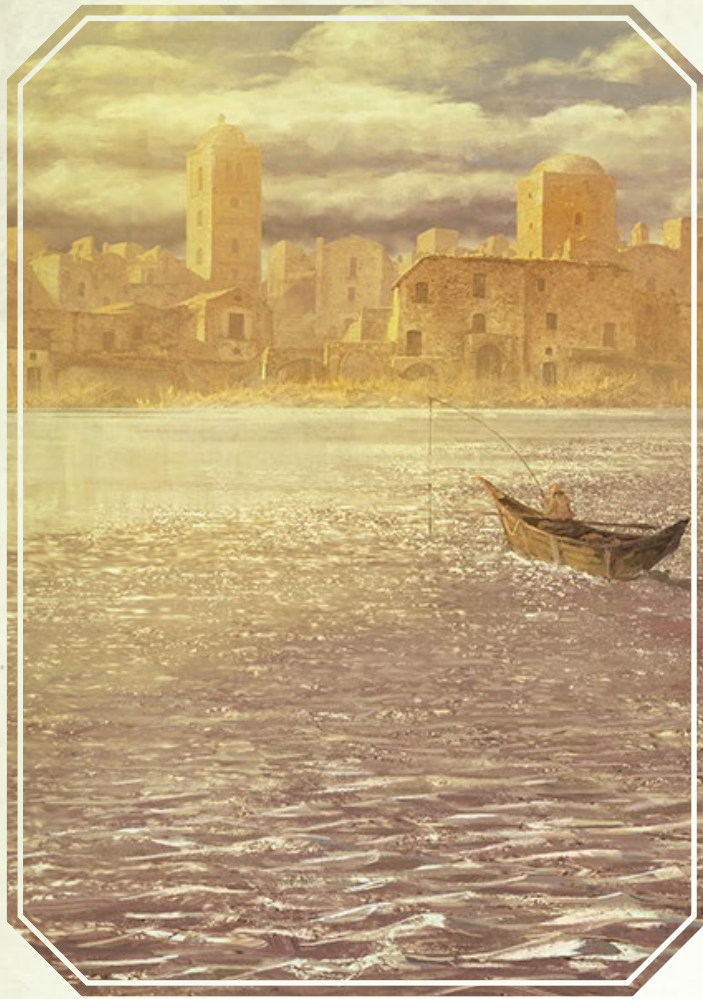
Notes: A suitable terrain improvement (commonly mine, quarry, or sawmill) provides a -0.1 multiplier

5 hexes of river, lake, or sea count as 1 hex of distance due to the ease of transporting goods on water (divide the water distance by 5, rounding down).

\*: Desert and Marsh terrains are difficult to build on, and materials are almost always imported.

\*\* : A cavern is considered to always be at least 1 hex away from any other source of material.

\*\*\*: This is to actually build underwater, not just in a hex that has a river in it.



## DISTANCE

Every hex (or 12 miles if not using hex-based mapping) away from the nearest settlement adds 20% to the cost of a building.

## TERRAIN

The terrain in which a building is being constructed can affect the cost of materials – use the lowest applicable multiplier for the terrain and material being used.

# BUILDINGS AND SIEGES

A classic trope of fantasy warfare is the storming of a castle. Whether the PCs are leading brave and desperate defense of a lonely bastion against an overwhelming army of darkness, or leading the fight to overthrow the Evil Overlord and cast down his mighty fortress, a fight along the battlements can fire the imagination of a jaded player growing bored of one-on-one hacking. While historical sieges often depended more on disease and

starvation for victory than anything else, the thrill for players is likely to come more in the way of bombardment and assault with an array of siege weapons, countering the massive engines of their enemies with their own.

The rules presented here for fortifications and siege weapons are intended for use with characters operating within the standard *Pathfinder Roleplaying Game* adventuring rules for movement, spells, and so on, rather than as a separate subsystem. Notes for using strongholds in conjunction with the Kingdom Rules can be found later in this chapter.

# STRUCTURES AND BUILDING MATERIALS

It is hardly possible to talk about siege warfare and siege weapons in detail without talking about the buildings they were built to destroy. The structural strength of buildings and the damage inflicted by siege weapons is expressed in terms of structural points (SP), and the same rules apply for attacks against vehicles and even other siege weapons. Siege weapons may instead inflict ordinary hit point damage if desired (and some are intended primarily as antipersonnel weapons), and normal attacks can damage structures and fortifications following the rules in *Pathfinder Roleplaying Game Core Rulebook*, depending on precisely what part of the structure is being attacked. For resolving siege weapon attacks against structures and vehicles, however, structural points provide a quick and convenient method for tracking damage. Structural points and hit points should be tracked separately; the effects of damage to hp and SP to the same section overlap and do not stack.

**Size:** Buildings are typically comprised of sections, made up of 10-foot cubic spaces for most buildings. The AC of a structure is determined by its size, regardless of its composition: Large 4, Huge 3, Gargantuan 1, Colossal -3.

**Condition:** An intact building offers total cover to any creature within, though they cannot attack. Those within a building may open doors or windows to attack those outside; they still gain cover, but those outside may attack them. One successful check against the building's break DC leaves it damaged, a second breached, and a third destroyed. Otherwise, it gains the listed condition when it suffers the appropriate amount of hp or SP damage (see Table 2-1).

**Damaged:** This section has numerous small cracks and holes. The AC, hardness, and break DC of this section are reduced by 2.



**Breached:** This section no longer provides total cover, though those within still gain cover from outside attacks. The interior of this section is treated as light rubble (see *Pathfinder Roleplaying Game Core Rulebook*). All adjacent sections of this building are treated as damaged.

**Destroyed:** This section collapses on those within; effects are as per *Pathfinder Roleplaying Game Core Rulebook*, but all saving throws and ability checks gain a +2 bonus if the collapsed section is of typical construction, +5 for flimsy construction. A wooden building inflicts 1/2 damage and a hide or cloth building 1/4 damage when it collapses. The interior of this section is treated as dense rubble (*Pathfinder Roleplaying Game Core Rulebook*). All adjacent sections of this building are treated as breached.

**Catching on Fire:** Structures of wood, hide, or thatch may catch on fire when they suffer fire damage (see Vehicles in *Pathfinder Roleplaying Game Ultimate Combat*).

**Repairs:** Damaged, breached, or destroyed building sections or siege engines can be repaired as vehicle sections can (see Vehicles, *Pathfinder Roleplaying Game Ultimate Combat*), though Craft (stonemasonry) or Craft (siege weapons) may replace Craft (carpentry) when appropriate. Knowledge (engineering) may also be used to Aid Another someone using a Craft skill for repairs. *Stone shape* functions as *wood shape* to help repair stone constructions.

**TABLE 5-5: WALL DEFENSIVE STATISTICS**

MATERIAL	THICKNESS (IN FEET)*	HARDNESS	HP (HP PER INCH)	SP	BREAK DC	CLIMB DC
Paper	0.0025	0	1 (12)	0/0/1	5	30
Glass	0.04	1	1 (2)	0/0/1	10	30
Viridium <sup>s</sup>	0.04	7	7 (15)	0/0/1	10	20
Viridium (magically strengthened)	0.04	7	7 (15)	0/0/1	10	20
Cloth	0.02	1	3 (15)	0/0/1	25	15
Darkleaf Cloth	0.02	10	5 (20)	0/0/1	30	15
Griffon Mane	0.02	1	6 (30)	0/0/1	25	15
Hide	0.04	2	7 (15)	0/0/1	23	15
Angelskin	0.04	5	3 (5)	0/0/1	13	15
Dragonhide	0.04	10	5 (10)	0/0/1	18	15
Eelhide	0.04	2	3 (5)	0/0/1	13	15
Sod	1	7	60 (5)	2/5/9	20	10
Thatch <sup>h</sup>	1	3	96 (8)	3/6/11	20	10
Wood	0.5	5	60 (10)	2/4/8	20	21
Darkwood	0.5	5	60 (10)	2/4/8	20	21
Greenwood	0.5	5	60 (10)	2/4/8	20	21
Whipwood	0.5	5	90 (15)	3/6/12	20	21
Wyroot	0.08	5	10 (10)	0/0/1	10	21
Unworked Stone	5	8	900 (15)	38/75/150	65	15
Hewn Stone	3	8	540 (15)	23/45/90	50	15

MATERIAL	THICKNESS (IN FEET)*	HARDNESS	HP (HP PER INCH)	SP	BREAK DC	CLIMB DC
<i>Drystone wall</i>	1	8	90 (8)	4/8/15	15	10
<i>Thin Masonry</i>	0.5	8	45 (8)	2/4/8	25	20
<i>Masonry</i>	1	8	90 (8)	4/8/15	35	20
<i>Superior Masonry</i>	1	8	90 (8)	4/8/15	35	20
<i>Reinforced Masonry</i>	1	8	180 (15)	5/10/20	45	20
<i>Blood Crystal</i>	0.08	10	10 (10)	0/1/2	30	30
<i>Iron</i>	0.25	10	90 (30)	5/9/18	30	25
<i>Lead</i>	0.02	3	7 (30)	0/0/1	20	25
<i>Adamantine</i>	0.08	20	40 (40)	20/40/80	40	25
<i>Alchemical Silver</i>	0.08	8	10 (10)	0/1/2	30	25
<i>Elysian Bronze</i>	0.08	10	30 (30)	2/3/6	30	25
<i>Fire-forged Steel</i>	0.08	10	30 (30)	2/3/6	30	25
<i>Frost-forged Steel</i>	0.08	10	30 (30)	2/3/6	30	25
<i>Living Steel</i>	0.08	15	35 (35)	4/7/14	30	25
<i>Mithral</i>	0.08	15	30 (30)	3/6/12	30	25
<i>Force Field</i>	-	30	20	11/22/44	-	-
<i>Magically Treated**</i>	-	X2	X2 <sup>‡</sup>	X2	+20	-

\*: 0.25 feet is 3 inches, 0.08 feet is 1 inch, 0.04 feet is 1/2 inch, 0.02 feet is 1/4 inch, 0.0025 is 1/32 inch

\*\* : This may be applied to any of the other wall types.

<sup>§</sup>: Viridium is an extremely dangerous building material. Anyone climbing or touching a viridium wall (crewing a close assault siege weapon counts as touching the wall) receives an attack roll at +10 from the wall as if struck by a viridium weapon (see *Pathfinder Roleplaying Game Ultimate Equipment*).

<sup>¶</sup>: At the GM's discretion, wolves and dire wolves may make a breath attack as a full-round action against thatch walls, automatically destroying them.

<sup>‡</sup>: Or an additional 50 hit points, whichever is greater

**Material:** The material the walls of the building are constructed from.

**Thickness:** A wall constructed of this material is typically this many feet thick.

**Hardness:** The hardness of the material.

**HP (HP per inch):** The number of hit points a wall of typical thickness has, as well as the hit points per inch of thickness for the material, if a wall of differing thickness is used. This is the number of hit points for a wall to be breached. To calculate the number of hit points to damage the wall, divide the hit points by 2, and to calculate the number of hit points to destroy the wall, multiply the hit points by 2.

**SP:** The number of Structure Points (see *Siege Weapons*) for a wall of typical thickness to be damaged, breached, and destroyed.

**Break DC:** The DC for a Strength check to break through the wall. Each doubling of the standard wall thickness increases this by +5.

**Climb DC:** The typical DC for a climb check on a wall of this material. This may be modified by environmental conditions or other factors at the GM's discretion.

## RANGED SIEGE WEAPONS

Siege weapons hurl massive projectiles in one of two ways: direct fire or indirect fire. Direct fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target moving creatures or pummel barriers directly in front of them. Indirect fire weapons launch projectiles in a high parabolic arc, typically much heavier missiles than direct fire weapons. They may batter fortifications or bypass them entirely, their missiles arcing over intervening walls to deliver solid shot, bursts of scatter shot, or even unconventional payloads, such as incendiaries or disease-ridden offal.

Direct-fire missiles use a normal attack roll, with the normal penalty for nonproficient use. In addition, direct fire weapons suffer a -2 attack roll penalty per size category a weapon is larger than the creature aiming it.

Indirect-fire weapons use the targeting mechanic described for catapults in the *Pathfinder Roleplaying Game Core Rulebook*, hereafter referred to as a targeting roll. Direct fire weapons that are stationary can be used for indirect fire, but the base DC is increased to 25.

**Indirect Criticals:** If the crew chief of a siege weapon rolls a natural 20 on his targeting check with an indirect fire weapon, or if a target of an indirect fire weapon rolls a natural 1 on its Reflex, the target suffers double damage and is knocked prone (a flying or swimming creature is instead treated as if bull rushed 1d6 x 10 feet, reduced by 5 feet per size category larger than Medium). In addition, if the target is smaller than the siege weapon, it is effectively entangled for 1d4 rounds as it is buried in rubble or pinned to the ground or adjacent objects. A creature can free itself from this condition with a DC 20 Strength check or Escape Artist check.

**Assembling Siege Weapons:** Siege weapons broken down for transport and can be reassembled on the battlefield, requiring the time and number of workers noted below. Each assembly worker must make a DC 10 Craft (siege weapons) check; if untrained, they may not take 10. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the weapon cannot be assembled.

**TABLE 5-6: SIEGE WEAPON ASSEMBLY**

SIZE	TIME REQUIRED	WORKERS REQUIRED
Small	1 minute	1
Medium	10 minutes	2
Large	1 hour	4
Huge	2 hours	6
Gargantuan	4 hours	8
Colossal	8 hours	12

**Constructing Siege Weapons:** Siege weapons are complex devices requiring a DC 20 Craft (siege weapons) skill check to build or repair. Gunpowder weapons increase the DC by 5.

**Disabling Siege Weapons:** Siege weapons are considered difficult devices to disarm, requiring 2d4 rounds of effort and a DC 20 Disable Device check.

**Magical and Masterwork Siege Weapons:** Siege weapons can be made with exceptional quality, increasing their Craft DC by 5 and costing an additional 300 gp. A masterwork siege weapon can be enchanted at twice the cost for a normal magical weapon. The enhancement bonus of a siege weapon applies to targeting rolls and SP damage, but other weapon enhancements apply only to attacks to inflict hit point damage.

**Proficiency with Siege Weapons:** Siege weapons are exotic weapons.

**Repairs:** Siege weapons can be repaired as if they were vehicles (see Vehicles, Pathfinder Roleplaying Game Ultimate Combat) using Craft (siege weapons), including the use of magic to assist repairs.

**Wheeled Weapons:** Cannon and catapults usually have wheeled caissons or gun carriages to help move

them into position. These wheels allow a team of draft animals to pull them at 20 feet if the weapon's weight is less than their combined heavy load, 10 feet if less than their combined drag weight.

## BALLISTA

Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A string attached to both arms is winched back and a projectile loaded into a grooved slider for release. Ballistae are direct fire weapons.

**Heavy:** These massive engines are commonplace in castle defenses and those attacking such places and on large warships.

**Light:** The most common type of ballista, also called an arcuballista, is fairly maneuverable and often mounted atop towers.

**Wheeled:** A mobile light ballista, also called a carroballista, is mounted on a metal-plated medium wagon (see Land Vehicles, Pathfinder Roleplaying Game Ultimate Combat). The weapon can be mounted forwards, facing over the draft team, or towed behind them facing rearward. Firing a carroballista while its team is attached requires a DC 20 Handle Animal check unless the draft animals are war-trained to prevent them from bolting in a random direction for 1d4 rounds. The carroballista's hp and SP are separate from the wagon's vehicle sections.

## CANNON

Crafted of metal, some cast in one piece, others welded with iron bands, and either mounted in the ground or on wooden frames, cannons use gunpowder or its alchemical equivalent to propel their projectiles with great force. Cannons are direct fire weapon and have a critical modifier of x3.

**Bouncing Shot:** Solid shot can be fired from a cannon at a depressed angle, so as to bounce along the ground, affecting a 5-ft. wide line 20 feet long for a Small cannon, plus 20 feet per size category above Small. A DC 15 Reflex save halves damage. If a solid barrier in the area path is destroyed, it does not provide cover to creatures behind it. If not destroyed, the bouncing shot is stopped by the barrier. A bouncing shot requires the gunner to be proficient in the cannon's use and to make a DC 10 Profession (siege engineer) check; the DC increases by 2 for every square in the line that does not have a solid surface under it.

**Misfires:** Cannons are somewhat unreliable, and a natural 1 on an attack roll (direct fire) or targeting roll (indirect fire) results in a misfire, expending the powder charge but not the ammunition for that shot.



**TABLE 5-7: CANNON MISFIRE RESULT**

D20	RESULT	EFFECT
1-8	Misfire	Cannon fails to fire and must be reloaded.
9-14	Backfire	As misfire, and the crew chief and other creatures adjacent to the cannon are struck by alchemist's fire. The cannon and all adjacent squares are affected by smoke.
15-18	Cracked	Cannon is broken. If fired, it now misfires on a natural 1 or 2, with a +5 modifier to future rolls to determine misfire results.
19-20	Explodes	Cannon destroyed. Every square adjacent to the cannon is struck by a falling object of the cannon's size and catches on fire (DC 10 Reflex save halves damage and negates-catching on fire), and every square within 10 feet is affected by smoke.

**Mortars:** A mortar is a short but very thick cannon designed for indirect fire. It may use solid or scatter shot but cannot perform a bouncing shot. Large or smaller mortars have a burst radius of 1; Huge or Gargantuan mortars have a burst radius of 2. Mortars have a minimum range of 100 feet. Mortars inflict triple damage on an indirect critical.

**Noise and Smoke:** Cannons are smoky and noisy. Any creature adjacent to a cannon becomes dazzled for 1 round after it is fired. If the cannon is larger than the creature, the duration is increased by 1 round per size category difference.

**Sizes of Cannon:** Cannons come in many sizes, as noted below:

**Small:** Also called a swivel gun, hand culverin, or pierrier, this small gun may be mounted or carried and fired from a tripod or brace but suffers a -2 penalty to hit if not braced for at least 1 full round prior to firing.

**Medium:** Also called a falconet, crapaudin, or demi-culverin, this light cannon is a staple weapon in the gunports of advanced warships.

**Large:** Also called a culverin or saker, this is the most common type of cannon.

**Huge:** Also called a culverin extraordinary or siege cannon, these are the largest cannon that can be mounted in naval gunports.

**Gargantuan:** Also called a bombard or true cannon, these heaviest of cannon can quickly reduce most fortifications to rubble.

**Ribald:** Also called an organ gun or ribaudkin, this large wooden frame mounts 12 small cannon, fused to fire in a single volley. Chiefly an antipersonnel weapon, a ribald has a maximum range of 100 feet and affects all creatures in a 100-foot cone (DC 15 Reflex half within 50 feet, no damage beyond 50 feet).

## CATAPULT

Though the historical divide between ballista and catapult is ambiguous, catapults here are stone-throwers powered by winched arms run through torsion skeins, either single-armed like the onager or double-armed tension-torsion hybrids like the mangonel, holding their payload in a sling or cup that swings up and over the weapon when released. Catapults hurl solid or scatter shot, the latter affecting all squares within 1 square of the target. Catapults are indirect fire weapons and have a minimum range of 100 feet.

**Heavy:** These large onagers are the largest form of mobile artillery on most battlefields.

**Light:** Smaller onagers such as these are often used on the decks of ships or in smaller fortifications.

**Lithobolos:** A primitive sling-armed catapult, also called a lithobolos or stone-thrower. It must be dismantled to move it and reassembled in place. Its sling is only capable of firing solid projectiles, not loose shot.

**Mangonel:** While most catapults use a single arm through a horizontal skein, a mangonel uses two vertical skeins with a pair of torsion bow arms harnessed to the mangonel's throwing arm for greater power.

## FIREDRAKE

This apparatus fires a gout of alchemist's fire in either a 60-foot line or 30-foot cone. Targets in the area suffer 6d6 points of fire damage (DC 15 Reflex half); those failing their saves also catch on fire. A firedrake loaded with the broken condition has a 5% chance per round to explode, causing its normal damage in a 15-foot burst centered on itself. A firedrake that is destroyed automatically explodes if it is loaded.

## SCORPION

This oversized crossbow incorporates both tension and torsion, often with pulleys to increase its power without increasing its size, and fire spear-like bolts. Scorpions are direct fire weapons.

**Double:** This specialized scorpion, called a zopyros, fires two missiles simultaneously.

**Heavy:** A larger scorpion mounted on ships or watchtowers.

*Light:* Also called an oxybeles, a light scorpion is usually mounted but can be carried and fired by a single warrior, though with a -2 penalty to hit if not first braced on a solid surface for 1 full round.

*Repeating:* This complex scorpion, called a polybolos, contains an automatic reloading mechanism holding 10 bolts. It can be reloaded as a move action. Once the case is empty, it requires a full-round action to remove the case, another to refill it, and another to replace it.

## SPRINGAL

A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple bolts, which rain down in an arc over a burst area. A springal has a minimum range of 50 feet and can only use burst ammunition and cannot target specific creatures. Springals are indirect fire weapons.

*Heavy:* A heavy springal affects all squares within 2 squares of the target.

*Light:* A heavy springal affects all squares within 1 square of the target.

## TREBUCHET

Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, with a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles. Trebuchets are too bulky to move and must be assembled on the battlefield. Trebuchets have a minimum range of 150 feet. Trebuchets are indirect fire weapons.

*Heavy:* A heavy trebuchet using scatter shot affects all squares within 2 squares of the target.

*Light:* A heavy trebuchet using scatter shot affects all squares within 1 square of the target.

**TABLE 5-8: RANGED SIEGE WEAPONS**

	COST	WEIGHT	DMG	RANGE	AIM	LOAD	SIZE	AC	HP	SP
<b>BALLISTA</b>										
<i>Heavy</i>	1000 gp	1 ton	6d8/1d6	150/600	1	4	Huge	3	150	8
<i>Light</i>	500 gp	400 lbs	3d8/1d3	120/480	1	2	Large	4	80	4
<i>Wheeled</i>	800 gp	400 lbs	3d8/1d3	120/480	1	2	Large	8	80	4
<b>CANNON</b>										
<i>Colossal</i>	50,000 gp	15 tons	10d12/5d6	200/800	10	5	Colossal.	5	500	30
<i>Huge</i>	30,000 gp	7.5 tons	8d12/4d6	250/1000	3	3	Huge	7	300	15
<i>Large</i>	20,000 gp	2 tons	6d12/3d6	300/1200	2	2	Large	8	150	8
<i>Medium</i>	10,000 gp	500 lbs	4d12/2d6	200/800	1	1	Medium	9	80	4
<i>Small</i>	2500 gp	100 lbs	2d12/1d6	100/400	-	1	Small	10	40	2
<i>Ribald</i>	20,000 gp	1000 lbs	3d12/1d3	100/400	1	12	Large	4	80	4
<b>CATAPULT<sup>2</sup></b>										
<i>Heavy</i>	800 gp	1.5 tons	6d6/2d6	150/600	3	3	Huge	3	150	8
<i>Light</i>	550 gp	1 ton	4d6/1d8	100/400	2	2	Large	4	80	4
<i>Lithobolos</i>	200 gp	1 ton	4d6/1d8	100/400	2	2	Large	4	80	4
<i>Mangonel</i>	1100 gp	2 tons	8d6/2d8	200/800	4	4	Garg.	1	300	15
<b>FIRE Drake</b>	4000 gp	1500 lbs	6d6	60/240	2	5	Large	4	80	4
<b>SCORPION</b>										
<i>Double</i>	750 gp	250 lbs	2d8 <sup>1</sup> /1d2	150/600	-	2	Medium	5	40	2
<i>Heavy</i>	350 gp	200 lbs	2d8/1d2	150/600	-	1	Medium	5	40	2
<i>Light</i>	150 gp	100 lbs	2d6/1	120/480	-	1	Small	6	20	1
<i>Repeating</i>	1250 gp	300 lbs	2d8/1d2	150/600	-	-(10)	Medium	5	40	2
<b>SPRINGAL</b>										
<i>Light</i>	600 gp	750 lbs	6d6/1	50/200	1	2	Large	4	80	4
<i>Heavy</i>	900 gp	1500 lbs	6d6/1	50/200	1	4	Huge	3	150	8
<b>TREBUCHET</b>										
<i>Heavy</i>	3000 gp	10 tons	16d6/5d6	300/1200	30	5	Colossal	-3	500	30
<i>Light</i>	1500 gp	4 tons	12d6/4d6	250/1000	20	3	Colossal.	1	300	15

<sup>1</sup> A double scorpion fires two projectiles, using separate attack rolls for each.

<sup>2</sup> Creatures with the rock throwing special ability or flying creatures dropping objects of their size may use indirect fire to inflict SP damage as a catapult of their size. Whether they can hurl ammunition other than solid shot is at the GM's discretion.



**Cost:** The price in gp to purchase the siege weapon.

**Weight:** The weight of the siege weapon in pounds (or tons).

**Damage:** Hit point damage is indicated before the slash, structural point damage after it.

**Burst:** When using ammunition that affects a burst, it affects the target square and all squares within the listed radius; e.g., a trebuchet using scatter shot would affect the target square and 2 squares surrounding it in all directions.

**Range:** This is the weapon's range increment. Beyond this range, attacks are made with a -2 attack roll penalty for each full range increment between the weapon and the target, up to a maximum range of 10 range increments. When using indirect fire, the weapon has a minimum range equal to 1/2 its range increment; the weapon cannot be used against targets within this range.

**Aim:** This is the number of full-round actions required to aim a siege weapon. A weapon with no aim number (-) does not need to be aimed.

**Load:** This is the number of full-round actions required to load the siege weapon.

**Size:** This is the size of the siege weapon.

**AC:** This is the weapon's AC if attacked. A siege weapon can also be armored. The listed cost and weight should be modified as a nonhumanoid creature of the siege weapon's size (Table 6-8, *Pathfinder Roleplaying Game Core Rulebook*).

**Hides:** Stitched hides and padded leather; **AC Bonus** +3; **hp** +15; **Cost** 20 gp; **Weight** 20 lbs.

**Partial Plating:** Metal plating over main structure. **AC Bonus** +6; **hp** +30; **Cost** 200 gp; **Weight** 40 lbs.

**Full Plating:** Metal plating over entire weapon. **AC Bonus** +9; **hp** +45; **Cost** 1000 gp; **Weight** 60 lbs.

**HP:** This is the number of hit points the siege weapon possesses. Unless otherwise noted, siege weapons are primarily constructed of wood and have hardness 5. If reduced to less than half its hit points, a siege weapon gains the broken condition.

**SP:** This is the number of structural points the siege weapon possesses. If reduced to less than half its structural points, a siege weapon gains the broken condition.

## AMMUNITION

Siege weapons typically fire blocks or balls of stone or spear-like bolts, but may use a variety of ammunition.

**Bolt:** A spear-like projectile for use with a ballista, scorpion, or springal, bolts inflicts half damage against objects or structures made of metal or stone.

**Bolt, Burning:** A burning bolt causes creatures or flammable objects (including wooden structures) to catch on fire (DC 15 Reflex save negates).

**Bolt, Grappling:** A grappling bolt is a metal-shod bolt with a multipronged hook attached. It inflicts only half damage, but a creature struck is entangled (DC 15 Reflex save negates). It can break free with a DC 20 Strength check or Escape Artist check. A stationary object or structure is automatically grappled; a vehicle struck by the bolt may avoid being grappled with an opposed steering check (see Vehicles, *Pathfinder Roleplaying Game Ultimate Combat*) against the bolt's attack roll. The grappling bolt can be cut (AC 5, hardness 10, hp 10, break DC 28), or if the target is able to reach the attached rope (which may require a reach weapon if the grappling bolt is attached to a ship, wall, or other structure) it may also be cut (AC 5, hardness 0, hp 2, break DC 23).

A pulley system can be attached to a grappling bolt. This enables heavy objects to be hoisted and halves the time required to use raise ladders and bridges attached to the grapple.

**Shot, Burning:** A sack or basket of incendiaries soaked with oil or pitch and lit or coated in quicklime. Burning shot acts like scatter shot, but creatures or flammable objects failing their Reflex save also catch on fire.

**Shot, Canister:** A packed container of small-sized shot for use in cannons inflicting half damage but affecting a cone 20 feet long for a Small cannon, plus 20 feet per size category above Small. Damage is further halved with a DC 15 Reflex save.

**Shot, Caustic:** A barrel of acid inflicting half normal damage to all targets within the weapon's burst radius (full damage vs. metal objects), and creatures or metal objects failing their Reflex save also take 1d6 continuous acid damage (ignoring hardness) for 1d3 rounds. Creatures damaged take 1 point of Constitution damage from noxious fumes (DC 13 Fortitude save negates).

**Shot, Fetid:** Manure, offal, or corpses (or parts thereof), inflicting one-quarter normal damage, all nonlethal, to all targets in the weapon's burst radius. Creatures or taking damage contract filth fever (DC 12 Fortitude save negates).

**Shot, Powder:** The propellant charge required when firing a cannon; this must be loaded along with whatever other shot is being used and inflicts no damage by itself.

**Shot, Scatter:** A sack, basket, or canister of small, hard, heavy objects rain down, inflicting half damage to the target square and all squares within the weapon's burst radius.

**Shot, Smoke:** A sack or basket of incendiaries stoked with green cuttings and alchemical residues designed to give off thick smoke. Smoke shot inflicts one-quarter damage and acts as a smokestick within the weapon's burst radius.

**Shot, Solid:** A block of solid stone for use with a catapult or trebuchet. It inflicts the listed damage to all creatures and objects in the square struck. Creatures may attempt a DC 15 Reflex save for half damage.

**TABLE 5-9: AMMUNITION**

	<b>COST<sup>1</sup></b>	<b>WEIGHT<sup>1</sup></b>	<b>CRIT</b>
<i>Bolt</i>	1 gp	6 lbs	19-20/x2
<i>Bolt, Burning</i>	15 gp	8 lbs	19-20/x2
<i>Bolt, Grappling</i>	25 gp	10 lbs	19-20/x2
<i>Shot, Burning</i>	25 gp	20 lbs	x2
<i>Shot, Caustic</i>	25 gp	20 lbs	x2
<i>Shot, Canister</i>	50 gp	10 lbs	x2
<i>Shot, Fetid</i>	1 sp	15 lbs	x2
<i>Shot, Powder</i>	50 gp	2.5 lbs	-
<i>Shot, Scatter</i>	2 sp	20 lbs	x2
<i>Shot, Smoke</i>	25 gp	20 lbs	x2
<i>Shot, Solid</i>	1 gp	25 lbs	x2

<sup>1</sup> For Small or Medium siege weapons; for larger siege weapons, use the adjustments to cost and weight for humanoid armor in the *Pathfinder Roleplaying Game Core Rulebook*.



# CLOSE ASSAULT WEAPONS

While most siege weapons attack at range, some are used up close to directly undermine or batter through defenses or otherwise bypass them. Some close assault weapons are not even weapons *per se*, but instead provide means for assault forces to protect themselves or to circumvent fortifications without destroying them.

**TABLE 5-10: CLOSE ASSAULT SIEGE WEAPONS**

	<b>COST</b>	<b>WEIGHT</b>	<b>CREW</b>	<b>LOAD</b>	<b>HARDNESS</b>	<b>HP</b>	<b>SP</b>	<b>DMG</b>
<b>BRIDGE</b>								
<i>Large</i>	1 gp	50 lbs	see text	5	10	1		
<i>Huge</i>	10 gp	100 lbs	5	20	1			
<i>Gargantuan</i>	50 gp	250 lbs	5	30	2			
<i>Corvus</i>	500 gp	200 lbs	10	20	2			
<b>CAULDRON</b>	10 gp	125 lbs	1	2	10	60	3	2d6
<b>WATER TOWER</b>	50 gp	500 lbs	-	-	5	100	5	-
<b>GALLERY<sup>1</sup></b>								
<i>Medium</i>	100 gp	100 lbs	1	-	as hide or wooden structure			
<i>Large</i>	250 gp	400 lbs	4	-				
<i>Huge</i>	500 gp	1600 lbs	8	-				
<i>Gargantuan</i>	1000 gp	3 tons	16	-				
<i>Siege Tower</i>	x4	x2	x1		-			
<b>HOIST</b>	200 gp <sup>2</sup>	500 lbs	2	-	5	80	4	
<b>LADDER, ESCALADE</b>								
<i>Large</i>	1 gp	50 lbs	see text	10/5	20/10	1		
<i>Huge</i>	10 gp	100 lbs	10/5	20/20	1			
<i>Gargantuan</i>	50 gp	250 lbs	10/5	20/30	1			
<i>Sambuca</i>	500 gp	200 lbs	10	30	1			
<b>RAM</b>								
<i>Large</i>	500 gp	150 lbs	see text	5	20	1	2d6	
<i>Huge</i>	1000 gp	1000 lbs	5	40	2	3d6		
<i>Gargantuan</i>	2000 gp	2.5 tons	5	100	5	6d6		

<sup>1</sup> For wooden galleries; cost and weight are halved for hide galleries.

<sup>2</sup> A hoist's price increases by 100 gp per point of Strength over 10.

## BRIDGE, ASSAULT

An assault bridge is used to span a ditch, moat, or other gap. Raising a bridge requires one action per 5 feet of length; up to four creatures may cooperate to raise a bridge. The time required is doubled for each size category the bridge is larger than the creatures raising it.

**TABLE 5-11: BRIDGES AND LADDERS**

SIZE	WIDTH	LENGTH/HEIGHT
<i>Large</i>	5 feet	20 feet
<i>Huge</i>	5 feet	30 feet
<i>Gargantuan</i>	10 feet	40 feet
<i>Colossal</i>	10 feet	60 feet

**Corvus:** A hinged counterweight system for mounting a bridge vertically on a vehicle, with a hooked end to grab onto a target vehicle or structure. Using a corvus requires a DC 10 Profession (siege engineer) check; if failed, the corvus fails to catch on the target and must be reset (requiring 1 minute). A corvus targeted at a moving vehicle requires an opposed steering check to get it into correct position, though no steering check is required if the target vehicle is grappled.

**Ramps:** A bridge constructed of packed earth and stone, a ramp has hardness 0 but triple the hp and SP of a wooden bridge. It requires 8 hours to construct a 5-foot cubic section of a ramp; multiple creatures may cooperate. A ramp can be flat or up to a 45-degree angle; however, a vertical ramp must have a base at least half as wide as its height. Ramps cost nothing, but the time required to build them is doubled if proper digging tools are not available.

## CAULDRON

Mounted atop a structure, a cauldron is a Medium-sized device used to dump harmful substances through a sluice onto attackers below. A cauldron uses shot ammunition (see page 144) and is an indirect fire weapon. Its scatter shot affects all squares within 1 square of the target, as well as a 5-foot wide vertical line between the cauldron and the target.

**Water Tower:** A Large wooden container to hold water to help fight fires, a water tower serves as fire precautions for all structures within 30 feet and can supply water for up to 10 responses by fire crew (see Vehicles: Catching on Fire, *Pathfinder Roleplaying Game Ultimate Combat*). A water tower can also be emptied upon creatures below, extinguishing nonmagical fires in the area and bull rushing creatures with a +10 CMB.

## GALLERY

A mobile temporary defense, a gallery is similar to a building made of hide or wood. Most are of flimsy construction, but rare examples are more stoutly built. Galleries are almost always one building section plus

one roof section (galleries made to house battering rams are an exception, and are typically two joined building sections and roof sections). Because a gallery is partially open, it does not provide the same cover as a normal building: A creature inside a gallery gains cover if he is the same size as the gallery, improved cover if he is one size smaller, and total cover if he is two or more sizes smaller.

Wooden galleries can be moved up on rollers at a speed of 10 with their full crew, 5 feet with at least half the required crew. Hide galleries have a base speed of 15.

**Siege Tower:** A wooden gallery of stout construction, a siege tower is comprised of two building sections arranged vertically, in addition to a roof section. The lowest section is used to propel the tower and provides total cover to those within. If it is breached, the siege tower moves at half speed. If it is destroyed, the entire tower collapses.

The upper section of a siege tower provides improved cover for a number of soldiers (see below) and may have pierced walls or gunports (see Vehicles, *Pathfinder Roleplaying Game Ultimate Combat*). The roof section may have a battlement and may mount a siege weapon or corvus bridge up to one size smaller than the siege tower.

**TABLE 5-12: SIEGE TOWER COMPLEMENT**

SIZE	SOLDIERS
<i>Large</i>	5
<i>Huge</i>	20
<i>Gargantuan</i>	50
<i>Colossal</i>	200

## HOIST

Mounted atop a structure, a hoist is a Large winching mechanism for lifting cargo or passengers. A hoist has a base Strength of 10, but can have a Strength as high as 28. A hoist can raise or lower a light load at 15 feet per round, its heavy load at 10 feet per round, and its maximum lift at 5 feet per round. Operating a winch requires two full-round actions; if only a single operator is available, it can be operated at half speed.

**Ram Catching:** The operator of a hoist can attempt to catch and disarm a ram with a readied action, after the ram attacks. The operator makes a Profession (siege engineer) check plus the hoist's Strength bonus and a +4 modifier for its size, opposed by the CMD of the ram's welder, modified by the ram's size. If the check succeeds, the ram is caught by the hoist. The hoist can then attempt Strength check (with a +4 size bonus) to break the ram; the DC is 23 for a Large ram, 26 for a Huge ram, or 29 for a Gargantuan ram. Alternatively, the ram can be lifted out of reach. If the ram remains in reach of the attackers, they may attempt to reclaim it with an opposed Strength check or by destroying the hoist or the chains or ropes it is using for catching the ram.

A hoist requires Strength of 22 to catch a Huge ram, 28 to catch a Gargantuan ram. Colossal rams cannot be caught.

## LADDER, ESCALADE

Escalade ladders have spiked bases for stability, and the upper 5 feet are metal-shod, with hardness 10 and 20 hit points. The remainder of the ladder is wooden and has hardness 5 and hit points based on its size. Ladders otherwise follow the rules for assault bridges.

*Sambuca:* A sambuca is a counterweight and pulley system mounted at the base of a ladder that enables up to 20 creatures to cooperate in raising the ladder. Creatures may ride on the ladder as it is raised, provided there are two creatures of their size (or one larger creature) pulling the sambuca for each rider.

## RAMS

The most basic close assault weapons are iron-shod logs carried by one or more creatures to combine their strength. A ram can be used to inflict damage or to make a Strength check against the target's break DC.

*Crew:* A ram can be wielded by a single creature of its size or larger, plus up to five additional creatures of the same size to assist. Smaller creatures can substitute for the ram's crew, but the number required is doubled for each size category they are smaller than the ram; hence, 8 Small creatures could take the place of a single Huge creature.

*Ramming Charge:* Rams require momentum to be fully effective. All creatures using the ram must use the charge action to gain its full effect. Creatures not wishing to charge may make a ram attack as a full-round action, suffering a -4 penalty to attack and damage rolls and Strength checks with the ram.

*Breaking:* The wielder makes a Strength check with a +2 bonus, adding +2 for each crew member (or equivalent number of smaller creatures) assisting. The ram also provides a +4 bonus per size category above Medium.

*Damage:* The wielder makes an attack roll with a -4 nonproficiency penalty. A hit inflicts the listed damage, plus the Strength modifiers to damage of the wielder and all creatures assisting, regardless of their size. To determine SP damage, divide the hit point damage of the ram by 10.

*Gallery Ram:* A ram suspended from chains or ropes within a gallery. A gallery ram does not require a running start. In addition, by adding tethers to the back end of the ram, it allows four additional crew members to assist.

*Improvised Ram:* Any tree, log, or timber can be used as a ram with a -4 penalty to attack and damage rolls or to Strength checks.

*Pick:* A ram with a pick head adds a +2 circumstance bonus to Strength checks and attack and damage rolls against stone structures.

*Screw:* A ram with a screw head adds gains a +2 circumstance bonus to Strength checks and attack and damage rolls against earthen structures.

## DIGGING IN

Not all strongholds or fortifications are permanent affairs. In the context of warfare, soldiers under heavy fire may find it useful to protect themselves by creating their own shelter. Mobile devices like siege towers, galleries, mantlets, and similar devices can provide protection, but when supplies are scarce and especially in open terrain, the most direct way to find cover is by going down. In unhurried circumstances, digging holes and trenches can be treated abstractly, like any other high-exertion activity as far as possible fatigue or exhaustion but otherwise allowing PCs to dig as they wish within reasonable limits. If time is of the essence or danger looms, however, you can use the following rules to handle.

*Into the Ground:* Digging into the ground works like attacking an inanimate object; in this case, the ground. Each 5-foot square area of ground is considered to have hardness 0 and 3 hit points per inch of depth (or 2 hit points for a narrower dig covering half the width of the square, such as for a foxhole or slit trench).

*Appropriate Tools for Digging:* Bludgeoning weapons deal no damage to the ground for the purpose of digging. Piercing or slashing weapons deal half damage unless they are specifically engineered for digging, such as a light pick, heavy pick, short-handled spade (treat as an improvised handaxe), or long-handled shovel (treat as an improvised battleaxe, which may be wielded one-handed or two-handed). This rule also applies to natural weapons, save that creatures with a burrow speed deal full damage to the ground. Creatures with a burrow speed can move themselves into and through the ground as normal; their ability to damage the ground applies only insofar as they are attempting to make a useful hole or trench that another creature might use.

*Higher Ground:* Melee attacks made from ground level into a foxhole or trench gain a +1 bonus on attack rolls for the attacker being on higher ground.

*Stabilizing the Dig:* It is simple enough to dig an open pit, but to dig efficiently and with a minimum of wasted effort while creating a stable structure requires some care. Each type of excavation thus has an associated DC, which can be made as a Knowledge (engineering) or Profession (miner) check, or an equivalent check at the GM's option. As long as the DC is 10 or less, this check can be made untrained. This skill check must be made at the end of each round of excavation; if the

check is failed, the damage dealt by the creature to the ground is halved for that round. If it is failed by 5 or more, the damage is reduced to one-quarter normal. If failed by 10 or more, the damage dealt by that creature to the ground is negated.

**Rubble:** Digging creates waste dirt and rocks that are heaped up around the digging area. Any square where digging has occurred in the previous round is considered light rubble. In addition, for every 50 points of damage dealt to the ground, an additional adjacent square is covered in light rubble, or if already covered in light rubble it becomes dense rubble.

**Dense Rubble:** The ground is covered with rocks and debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

**Light Rubble:** Small rocks and loose earth and sand are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

**Scree:** Areas of rubble and shifting earth and gravel create treacherous footing on a slope. This rubble (called scree when occurring naturally, such as in mountainous terrain where landslides occur) increases the DC of Stealth checks by 2 on any kind of slope, and increases the DC of Acrobatics checks by 2 on a gradual slope and by 5 on a steep slope (over 45 degrees).

**Types of Trenches and Holes:** An array of trenches and holes can be dug and are listed below, along with the hit points that must be dealt to the ground for that type of trench or hole, and the DC of Knowledge (engineering), Profession (miner), or an equivalent check to make the hole stable.

**Foxhole (25 hp, DC 0):** This small, shallow individual hole does not take up a full 5-foot square and is only about 2-3 feet wide and 2 feet deep, with earth mounded up around it. A foxhole provides a Medium or smaller creature with cover against ranged attacks and attacks made with reach weapons or by creatures with exceptional reach. It grants this cover only as long as the creature within remains prone in the foxhole. It provides no cover if the creature stands up or against melee attacks made by creatures in adjacent squares or creatures flying or jumping over the foxhole.

A creature lying a foxhole has total cover from allies in foxholes in adjacent squares, and they cannot touch each other or hand objects to each other without leaving the foxhole.

A square containing a foxhole is considered difficult terrain for Medium or smaller creatures, although a creature can move through the area at normal speed with a successful DC 10 Acrobatics check to jump over the foxhole; the DC is reduced to 5 with a running start.

**Shallow Trench (50 hp, DC 2):** A shallow trench functions similarly to a foxhole, but it bisects a 5-foot square and connects with shallow trenches in adjacent

squares, allowing allies in the shallow trench to more easily communicate and assist one another.

**Slit Trench (90 hp, DC 7):** A slit trench is similar to a shallow trench but is 5 feet deep, allowing Medium or smaller creatures to move about with cover even while standing, or improved cover if they are prone, and this cover applies even against melee attacks made by creatures standing adjacent to the slit trench or flying or jumping over it. However, the narrowness of the slit trench forces Medium creatures (though not Small or smaller creatures) to squeeze through it

**Standard Trench (180 hp, DC 5):** A standard trench is 5 feet deep and 5 feet wide. Climbing into or out of a standard trench requires a DC 10 Climb check, though ropes or ladders can be used to obviate the need for this climb check, and a stairway or ramp can be dug into a trench for easier access; treat as digging an additional square of the trench while making a successful DC 5 Knowledge (engineering) check.

**Deep Trench (300 hp, DC 8):** A deep trench is generally 7-8 feet deep and 5 feet wide. A Medium or smaller creature lying prone within a deep trench can attack or be attacked in melee with reach weapons or by creatures with exceptional reach, unless his opponent is also inside the deep trench.

## CLEARING TERRAIN

Whether preparing defenses or hacking through them to get at defenders, or just preparing a site for some other activity, it is often useful or even necessary to clear away undergrowth and rubble. The following rules apply in such cases.

**Clearing Rubble:** Clearing away rubble is similar to any other kind of excavation and is often done after digging a trench or pit that is going to be used for an extended period of time. Unlike most forms of digging, clearing rubble can be done with bludgeoning damage. A 5-foot-square area of light rubble can be cleared by dealing 40 points of damage to the ground, and an area of dense rubble can be reduced to light rubble by dealing 80 points of damage. Rubble has a hardness of 8. Area-effect spells and effects can be used to clear rubble

Rubble also can simply be moved with strength and carrying. A character can clear an area of light rubble in 1 minute with a successful DC 10 Strength check, or in half that time with a DC 20 Strength check.

A 5-foot square area of dense rubble can be reduced to light rubble in 10 minutes with a successful DC 20 Strength check, or in half that time with a DC 30 Strength check.

Using a shovel, pickaxe, wheelbarrow, or similar tools grants a +2 circumstance bonus on Strength checks to clear rubble, increased to +4 if the item is masterwork.

**Clearing Undergrowth:** Clearing undergrowth functions like clearing rubble, with light undergrowth

having 25 hit points per 5-foot square and heavy undergrowth 50 hit points, but it can be cleared only with slashing damage or fire damage. Undergrowth has hardness of 2, though fire damage ignores this hardness and deals full damage to it unless the undergrowth is in a marsh or similar wet environment.

*Fire Hazards:* Using fire to clear undergrowth has a 5% chance per square affected to catch on fire, creating thick, choking smoke in the area of the fire, obscuring vision as a smokestick. Creatures breathing the smoke must make a DC 10 Fortitude save at the end of each round or begin coughing, with the save DC increasing by 1 each round after the first. A PC who fails this save in consecutive rounds takes 1d6 points of nonlethal damage that round. Three consecutive failed saves result in the character choking and having trouble breathing or speaking, becoming dazzled and having a 20% spell failure chance on spells with verbal components.

If wind is present, the fire and smoke may spread by up to 1d4 x 5 feet per minute, or even faster in moderate or stronger winds.

# BUILDINGS IN THE KINGDOM

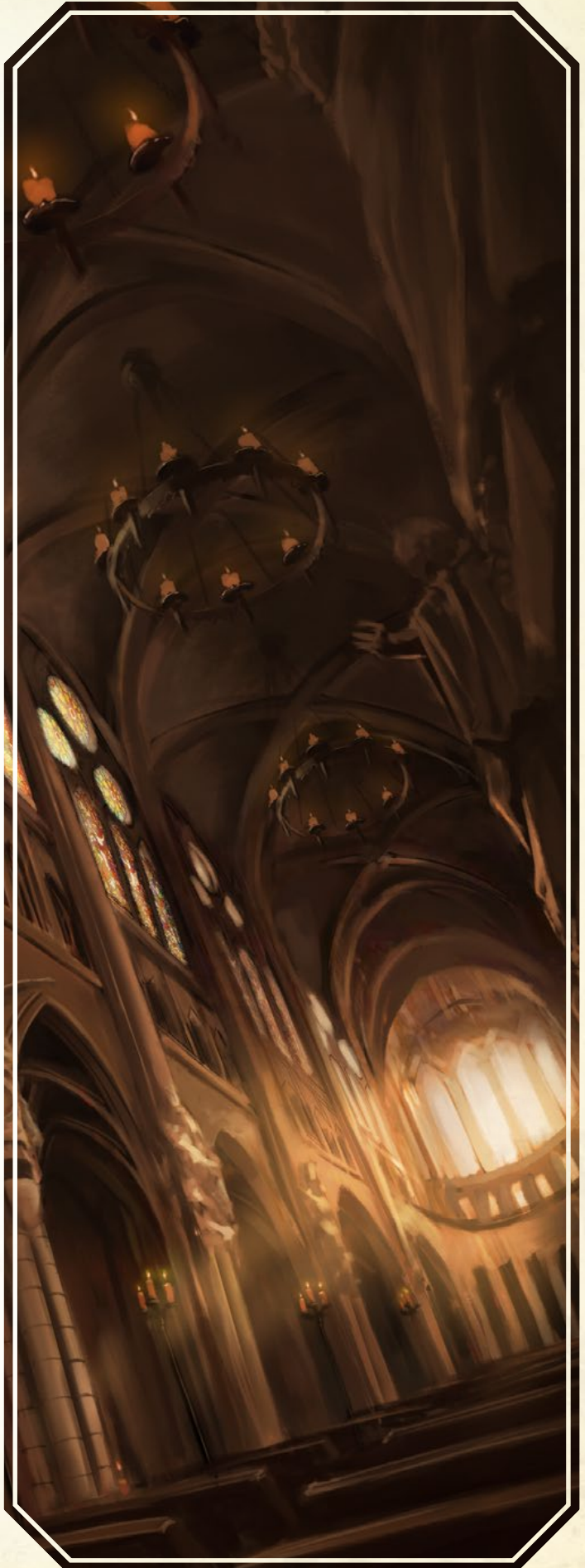
In many cases, a building will be constructed as part of a kingdom. It is therefore important to know how a player-created building fits into the base kingdom rules if you are using those rules.

## BUILDINGS IN SETTLEMENTS

If a building is being used in the kingdom rules it is important to determine the size of the building and the settlement attribute modifiers for the building.

## BUILDING SIZE

Divide four times the longest dimension of the building by 750. You may choose to round up or down. Do the same for the shorter dimension (rounding the same way you did for the longer side). The result is the number of lots wide and deep the building occupies in the City Grid (no building should occupy more than 4 lots, but the GM may allow buildings to expand beyond this). If you rounded down and the number of lots for either dimension is at least 1, you may choose to make that lot impassable and if you rounded up, the lot can be made impassable only if the number of lots in a single dimension is at least 2.



# SETTLEMENT ATTRIBUTES

The way a building modifies the settlement attributes is largely determined by the purpose of the building and lists one or more Kingdom Attributes. The building must provide a bonus to one of these Kingdom Attribute before any others (if more than one attribute is listed, the bonuses must be as even as possible).

**Trade:** Buildings focused primarily on tradesmen, guilds, and the buying and selling of goods. Economy. Alchemist, Bank, Black Market, Foreign Quarter, Guildhall, Lighthouse, Luxury Store, Magic Shop, Market, Pier, Shop, Stockyard, Trade Shop, Waterfront, Warehouse.

**Residential:** Buildings which are for permanent or transient residents of the settlement. Unrest, Loyalty. Caster's Tower, Herbalist, House, Inn, Mansion, Noble Villa, Palace, Stable, Tenement.

**Bureaucratic:** These buildings are administrative places of work, aiming to make the running of the settlement as smooth as possible. Assembly, Bureau, Courthouse, Mint, Town Hall, Stability.

**Religious:** Mostly places of worship for organized religions, but also centres of healing. Economy, Loyalty, Stability. Cathedral, Monastery, Sacred Grove, Shrine, Temple.

**Educational:** Institutions providing a formal education for the population of the settlement. Academy, Bardic College, Library, Magical Academy, Museum, Observatory, University, Loyalty.

**Military:** Training areas, equipment storage, and living quarters for military organisations, as well as defensive fortifications and locations for the settlement. Stability. Aerie, Barracks, Castle, City Wall, Garrison, Military Academy, Moat, Watchtower.

**Manufacturing:** a place where finished goods are made from raw materials. Brewery, Brickyard, Exotic Artisan, Foundry, Lumberyard, Mill, Smithy, Tannery, Windmill.

**Entertainment:** Social venues for various types of entertainments. Loyalty. Arena, Bordello, Dance Hall, Gambling Den, Menagerie, Tavern, Theatre.

**Civil:** These are buildings dedicated to the physical and emotional well-being of the citizens. Loyalty, Stability. Baths, Bridge, Cistern, Colossus, Crematorium, Dump, Everflowing Spring, Granary, Graveyard, Hanging Gardens, Hospital, Jail, Magical Streetlamps, Monument, Orphanage, Park, Paved Streets, Sewer System, Tunnels, Watergate, Waterway.

Each building then applies modifiers to Kingdom Attributes (Economy, Loyalty, Stability, Unrest), Settlement Attributes (Corruption, Crime, Law, Lore, Productivity, Society), Base Value, and Magic Item slots.

To calculate the size of the bonuses a building has on the settlement and kingdom, total up the capital bonus that the building generates for each type of capital (including gp). Take the highest total as a number of points to spend on the following table. A negative attribute will give back points which are available to spend equal to half the cost of a positive point (rounded down).

**TABLE 5-13: KINGDOM AND SETTLEMENT ATTRIBUTES**

KINGDOM OR SETTLEMENT EFFECT	POINT COST
<i>Kingdom Attribute (Economy, Loyalty, Stability)</i>	5 per +1
<i>Unrest</i>	10 per -1
<i>Settlement Attributes (Corruption, Crime, Law, Lore, Productivity, Society)</i>	1 per +1
<i>Base Value</i>	1 per +500 gp
<i>Minor Magic Item</i>	5 per item
<i>Medium Magic Item</i>	20 per item
<i>Major Magic Item</i>	40 per item

## EQUIVALENT BP COST

To calculate the equivalent BP cost of a building (either to allow a kingdom to build the correct building type, or for use with the **Bombardment** rules in Chapter 3), take the building's gp cost under the downtime rules and divide by 100. Many other factors can modify this. Some examples include low wealth occupants decreasing the BP cost, and high wealth occupants increasing it. Buildings for which there will be only a limited number in any given settlement have an increased BP cost, whereas very common buildings have decreased cost. These modifications are at the GM's discretion, but should be carefully considered against the BP cost of existing buildings.

## EXOTIC STRONGHOLDS

Classic castles of stone with soaring parapets and open baileys where knights and soldiers tilt at the lists are iconic elements of medieval lore and literature, but in a fantasy campaign your castles can be so much more! The rules in the **Materials** section above describe a wide variety of exotic materials that can be used for creating rooms, buildings, and fortifications, including cost, time, strength, and more. When you're creating a stronghold as part of an adventure, however, you don't



necessarily need or want to go through the mathematical exercise of building a castle brick by brick. What is more important is the challenge such strange strongholds present for your PCs and how to use them as an organic and exciting part of the campaign.

**TABLE 5-14: EXOTIC WALLS**

TYPE	HARDNESS <sup>1</sup>	HP/INCH	CLIMB DC	BREAK DC
Bone	5	5	15	25
Cloud	0	0	-	10 <sup>2</sup>
Fire	0	(3)	-	-
Flesh	2	5	20	30
Ghostly	0	(3)	-	-
Glass	1	4	35	18
Ice	3	3	35	25
Insects	0	3	-	15 <sup>2</sup>
Magma	4	5	-	25 <sup>2</sup>
Ooze	0	3	0	20 <sup>2</sup>
Water	0	(4)	-	20 <sup>2</sup>
Web	0	2	20	20 <sup>2</sup>

<sup>1</sup> Hit points per inch in parentheses indicate a wall that cannot be damaged by most forms of attack, but specific attacks listed in the wall's description can damage it. The wall still can be dispelled even if it cannot be damaged.

<sup>2</sup> This is the DC required to push through this semisolid wall, rather than to break it.

## ELEMENTAL STRONGHOLDS

These strongholds form structures out of fundamental elements that are not usually solid and can be shaped and built only through magic or the intervention of powerful elemental beings. All elemental stronghold structures are held together by magic, and they can be unraveled with *dispel magic* that targets the *elemental architecture* spell that holds them together.

These strongholds form structures out of fundamental elements that are not usually solid and can be shaped and built only through magic or the intervention of powerful elemental beings. All elemental stronghold structures are held together by magic, and they can be unraveled with *dispel magic* that targets the *elemental architecture* spell that holds them together.

### CLOUD CASTLE

Skyfaring wizards and priests of the storm may craft castles from the congealed mists of the air, and cloud and storm giants are famous for their constructs among the clouds.

**Walls:** Cloud walls are formed of thick, semi-solid banks of cloud or mist bounded in by churning sheets of wind. Most cloud castle walls are opaque, blocking line of sight completely, but some might be semitransparent,



only providing concealment to those behind the wall. A cloud wall affects creatures or objects entering it as a combined *wind wall* and *solid fog*.

**Hazard:** The semisolid vapors of a cloud castle wall are choking to air-breathing creatures trying to move through them. Creatures not holding their breath must succeed on a DC 15 Fortitude save or be nauseated with choking and coughing for 1d4 rounds after passing through the wall.

**Sky Floor:** The floors of a cloud castle are generally as strong as stone and cannot be pushed through like cloud walls can. However, the floor of a cloud castle can be made either opaque or transparent, showing the vast gulfs of sky below the floor.

**Hazard:** Creatures not native to clouds or lacking a natural fly speed become frightened (DC 15 Will negates) and overcome with vertigo when faced with a transparent sky floor, remaining frightened for 1d6 rounds plus a number of rounds equal to the amount by which they failed their save. After this time, they can attempt a new Will save to overcome their fright.

## FIRE

Red dragons, fire giants, mighty elementalists, priests of the burning gods, demons and devils who crave the ever-burning pyres love to surround themselves with living fire and may ply their mastery of magic to craft a home framed in flame.

**Damaging Fire Structures:** Fire structures are immaterial and cannot be damaged by most effects; however, they can be damaged by water or cold effects, using the hit points listed above. Fire structures take full damage from magical cold effects and take 1 point of damage per gallon from water.

**Walls:** Walls constructed of flame block line of sight but shed bright light within 20 feet and dim light within an additional 20 feet. Walls of flame have physical substance but are soft and permeable, equivalent to *solid fog*.

**Hazard:** A creature entering or beginning its turn within a wall of or other structure made of flame structure takes 4d6 points of fire damage. A creature moving adjacent to a flame structure or beginning its turn adjacent to a flame structure takes 1d6 points of fire damage. Fire walls typically give off smoke

**Floors:** Magically solidified, fire floors cannot be passed through and are as hard as wood. However, they deal 1d6 points of fire damage per round to creatures entering or beginning their turn on an area of fire floor. A creature takes an additional 1d6 points of fire damage if it falls prone.

## MAGMA

Molten rock can be shaped and formed into channels and sheets that flow in glowing sheets even as their

surface cools into a smoldering crust only to crack and melt once again.

**Damaging Magma Structures:** Magma structures take half damage from most forms of attack, but they take full damage from cold effects. Water deals 1 point of damage per gallon to a magma structure.

**Magma Walls:** Walls constructed of magma are harder than fire walls, with chunks of solid stone floating and churning within them but are still only semisolid.

Dealing 30 or more points of cold damage (or damage from water) to a magma wall in a single round causes it to solidify into a solid wall of unworked stone, with the hardness and hit points of typical stone. However, as long as any magma sections remain adjacent to sections of solidified stone, they re-melt 5 feet of stone back into magma every 2d6 minutes.

**Hazard:** Touching or beginning your turn touching a magma wall deals 2d6 points of fire damage. Strength check to push through. A creature passing through a magma wall takes 10d6 points of fire damage if they are able to pass through it on their turn with a single successful Strength check. Creatures remaining within a magma wall take 20d6 points of damage per round of exposure and must hold their breath or begin drowning.

**Floors:** Magma remains semiliquid when used as a floor, acting as difficult terrain and causing a -5 penalty on Acrobatics and Stealth checks for creatures moving through it. *Water walk* or similar magic allows a creature to step across the surface of a magma floor, taking only 2d6 points of fire damage each round they enter or begin their turn on an area of magma floor. A creature falling prone or beginning its turn prone on a magma floor takes 5d6 points of fire damage.

## WATER WALLS

A wall of water may be a churning fluid mass held in place by elemental forces or a continuously renewing torrent cascading down in a perpetual waterfall.

**Damaging Water Structures:** Water structures take one-quarter damage from electricity, but creatures within the water wall take full damage from the electricity. Fire and force effects deal full damage to a water structure.

A section of a water structure that takes 20 or more points of cold damage in a single round becomes an ice structure instead; however, if there is still a liquid water structure adjacent to an ice structure it begins melting the ice back into liquid water at a rate of 1d6 hours for each 5-foot section.

A section of a water structure that takes 20 or more points of fire damage in a single round erupts in a cloud of steam that acts as *obscuring mist* within 10 feet of the water structure. This steam lasts for 1d4 rounds.

**Water Walls:** A water wall offers concealment to those behind it if it is less than 3 feet thick, or total

concealment for thicker walls. Water walls cannot be climbed but can be ascended with a DC 30 Swim check. Moving through a water wall requires a successful DC 20 Swim check.

**Hazard:** The pounding torrent of a water wall deals 1d6 points of nonlethal bludgeoning damage per round (DC 15 Fortitude negates), and a creature failing its save is also knocked prone. Creatures with the fire subtype instead take 2d6 points of lethal damage per round, with no save allowed. A water wall poses a potential drowning risk for creatures unable to move through it or escape from it.

**Floor:** A floor of liquid water gains solidity through magic, treating it as a slippery surface (increasing the DC of Acrobatics checks by 5). Most water floors are relatively static, but some may support flowing water, which causes the floor to act as difficult terrain for creatures moving against the flow of water. Medium or smaller creatures running or charging in flowing water, whether moving with, against, or across the current, must succeed on a DC 11 Reflex save or fall prone and be pushed 1d4 x 5 feet downstream by the current.

It is possible to create areas of open, non-solid water as part of a water floor. They are very difficult to distinguish from the surrounding water, requiring a successful DC 25 Perception check, with a +10 bonus if *detect magic* is being used. A rogue's trap sense bonus also applies as a bonus on this check.

A *water walk* spell allows a character to move easily across a water floor without impediment, whether the water is still or flowing.

## NATURAL STRONGHOLDS

These strongholds are formed from naturally occurring materials and substance that can be shaped into strongholds with ordinary construction or through the application of nature magic.

### CRYSTAL PALACE

The branching facets of crystal growths can be cultivated to massive size and forged into glittering palaces by the power of earthen magic and loving artistry.

**Damaging Crystal Structures:** Crystal walls take full damage from bludgeoning weapons but only half damage from piercing and slashing weapons. They take no damage from acid but take full damage from cold, electricity and fire, and damage from sonic effects is increased by 50% against crystal structures.

**Crystal Walls:** Walls of crystal or glass are not particularly strong, but some races favor them for their beauty. Crystal walls are generally translucent rather

than perfectly transparent, blurring and distorting vision through walls and granting concealment to creatures on the other side of a crystal wall. Some crystal walls, however, may be as clear as glass and offer perfect visibility.

**Hazard:** Crystal walls typically are very slick and difficult to climb. While not difficult to break through, destroying a section of crystal wall causes it to shatter in a spray of shards. Any creature adjacent to a section of crystal wall when it is destroyed takes 2d6 points of slashing damage from razor-sharp fragments (DC 15 Reflex half), and all squares adjacent to the broken section are treated as if they were strewn with caltrops.

**Floor:** A crystal floor is generally very slick, treating them as slippery surfaces (increasing the DC of Acrobatics and Climb checks by 5), though they can be roughened to ease passage. A crystal floor is typically opaque or translucent, but a transparent crystal floor is clear as glass. If such a floor is used to bridge an abyss more than 100 feet deep, creatures traversing it that lack a natural climb or fly speed become shaken (DC 15 Will negates) until they can reach solid ground once again, at which point they can attempt a new saving throw each round at the beginning of their turn to recover their wits. Creatures that dwell on cliffs, high mountains, or other exposed heights may gain a circumstance bonus on this saving throw or may be immune, at the GM's discretion.

## HEDGE FORT

Plants can be cultivated into powerful defensive structures comprised of tangled vines, living trees and shrubs, prickling brambles, and leathery greenery.

**Damaging Plant Walls:** Plant walls take only half damage from piercing attacks and acid and cold effects. They take full damage from electricity and sonic effects, and fire effects deal full damage and overcome the wall's hardness. As long ample sunlight and water are available, each section of plant wall regains 5 hit points per day, while a plant wall deprived on sunlight withers and dies over the course of several months. A *plant growth* spell can be used to repair all damage to one square of plant wall per caster level rather than having its normal effect.

Tiny creatures can pass through a hedge wall with a DC 15 Escape Artist check, and Diminutive or Fine creatures can usually pass through plant walls without difficulty.

**Floor:** The floor of a hedge structure may be simple earth or wood, using the standard rules, but also may be cultivated vines and branches woven together. Hedge floors are unstable and full of potential gaps and trips. Creatures can move across a hedge floor at half speed without difficulty, but those moving at full speed must succeed on a DC 15 Reflex save or trip and fall prone



at a random point during their movement. Creatures using *feather step* or similar effects that circumvent the effects of difficult terrain do not risk falling prone. In addition, hedge floors tend to be quite noisy, imposing a -2 penalty on Acrobatics checks and a -5 penalty on Stealth checks. These penalties do not apply to fey or creatures of the plant type, nor to Tiny or smaller creatures.

## HIVE WALLS

In the sweltering jungle and the desert depths, endless swarms of insects and myriapods can be trained in their teeming masses to form living fortresses, with the carapaces of the dead merely adding to the bridges of the living as they continuously build and rebuild their mindless redoubts.

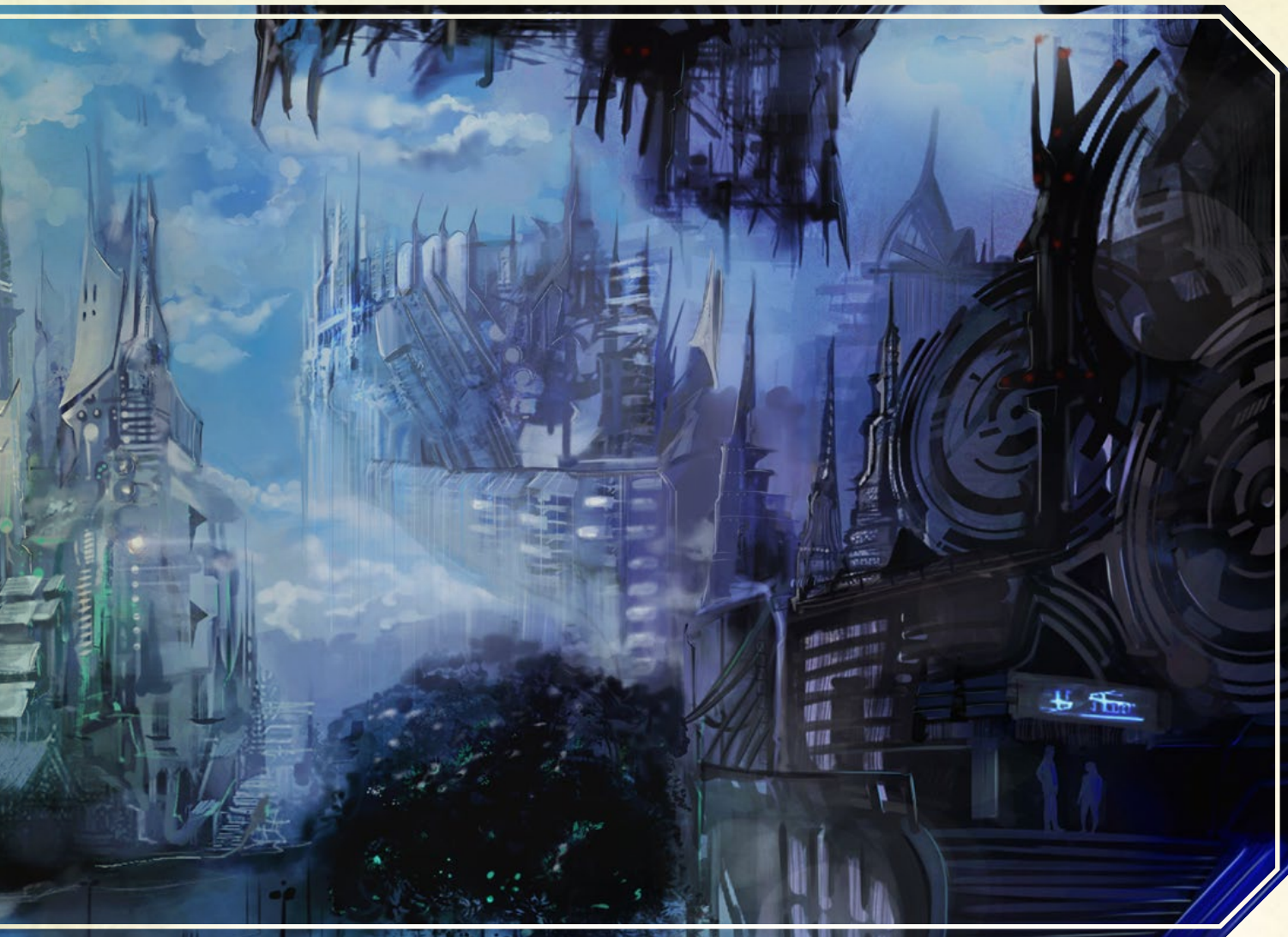
**Damaging Crawling Walls:** Crawling walls are made up of countless tiny insects and arthropods and can be damaged by effects similar to an enormous swarm. Crawling walls are immune to damage from weapons but they take 50% more damage than normal from area effects.

**Crawling Wall:** Walls formed of crawling bugs are not solid, requiring only a Strength check to force a way through. If a section of crawling wall is destroyed, the swarms that comprise it immediately begin to rebuild, extending the wall by 5 feet from any surviving sections each hour until it stretches back across the gap and reforms the wall.

**Hazard:** A creature climbing on a crawling wall or pushing through it is exposed to countless tiny bites, dealing 2d6 points of damage and becoming nauseated (DC 15 Fortitude negates) for as long as they remain in contact with the wall and for 1d4 rounds thereafter.

**Floor:** A floor carpeted in crawling insects, whether it is an ordinary floor covered in swarms or a magically suspended floor comprised of nothing but bugs, is unpleasant and unstable. The crunching of bugs underfoot causes a -5 penalty on Stealth checks, and an invisible creature's location is easily marked by bugs crawling up and around their legs or any body part adjacent to the floor. These swarming insects deal no damage, but a creature beginning its turn prone on a crawling floor must succeed on a DC 11 Fortitude save or become nauseated for 1 round.

**Special:** A *repel vermin* spell causes a 10-foot-wide space to open in a crawling wall or floor.



## ICEWALL

In areas of perpetual cold, glacial ice can be harvested and formed into permanent structures, and even in subarctic climes ice can be shaped and formed into strongholds in the depths of winter or through the frigid enchantments of cryomantic sorcery.

**Damaging an Ice Structure:** Ice structures take full damage from bludgeoning weapons and half damage from piercing and slashing weapons. They are immune to cold and take only one-quarter damage from acid but electricity and sonic attacks deal full damage. Fire effects bypass an ice structure's hardness and deal 50% greater damage than normal.

**Walls:** Ice walls can be translucent if carefully polished or only a few inches thick, but most ice structures are opaque.

**Hazard:** An ice wall does not deal immediate damage on contact, but creatures spending more than 1 minute in contact with an ice wall treat it as exposure to extreme cold (see Chapter 13 in the *Pathfinder Roleplaying Game Core Rulebook*). Walking on top of an ice wall is not as dangerous, treating it instead as a cold environment.

**Floor:** An ice floor is a slippery surface (increasing the DC of Acrobatics and Climb checks by 5), though permanent structures built atop ice floors may be strewn with gravel, sand, straw, or other material to provide better footing, making the surface only slightly slippery (increasing DCs by 2) or normal. Direct contact with an ice floor is not inherently dangerous unless there is prolonged contact. Treat a creature prone on an ice floor as being in an environment one step colder than the ambient air temperature.

## OOZE PILE

Oozes can be congealed through magical and alchemical processes into gelid piles of semisolid colloid. Ooze walls are often constructed by alien entities or mad scientists. They may be created to stand on their own or as sickening sheaths clinging to stone walls underneath. Structures made of deliquescent fungus are basically identical to those formed from ooze, though they also may hold poisonous or hallucinogenic spores.

**Damaging Ooze Walls:** Ooze walls take only half damage from bludgeoning and piercing attacks and

are immune to acid. They take full damage from cold, electricity, fire, and sonic effects.

**Ooze Wall:** A wall of ooze is faintly transparent, revealing only vague shapes and shadows but providing total concealment. DC 20 Strength check to push through. A creature forcing a way through an ooze wall opens a hole that lasts only 1d4 rounds before closing again. A destroyed section of ooze wall repairs itself after 24 hours and returns to its former shape.

*Hazard:* Creatures touching an ooze wall take 2d6 points of acid damage, with no save allowed.

**Floor:** An ooze floor is a deliquescent rubbery mass, prone to squelch and suck at the feet of those treading upon it as their feet sink in up to the ankles. Ooze floors can be overlaid on an existing stone floor or can be magically crafted out of distilled ooze. Ooze floors are treated as difficult terrain unless creatures have *freedom of movement* or *water walking* and also impose a -2 penalty on Stealth checks. The location of invisible creatures walking on an ooze floor can be clearly marked by their sunken footprints in the ooze.

*Hazard:* Creatures entering or beginning their turn on an area of ooze floor take 2d6 points of acid damage per round. This damage does not increase if they enter multiple squares of ooze floor.

## WEB WALLS

In caves and forests, the same arthropod affinity that some use to force numberless insectoid hosts to form structures with their bodies can be applied to arachnids, silkworms, and similar spinners to weave massive structures of curtained webs. These web structures may be solidified with enzymes or interwoven with existing undergrowth to create sweeping bridges, chambers, and tangled corridors.

**Damaging Web Walls:** Web structures take half damage from bludgeoning and piercing weapons but take 50% more damage than normal from fire effects. A destroyed section of web wall can be repaired within 24 hours by the innumerable tiny spiders infesting the web wall and spinning new webs constantly.

**Web Walls:** Web barriers typically provide concealment and cover, but not total concealment or total cover, though some exceptionally thick web barriers may provide greater screening.

*Hazard:* A creature failing its Strength check by 5 or more when attempting to break through a web structure becomes stuck and entangled by the webs. Breaking free requires a successful DC 15 Strength check or Escape Artist check to escape back the way the creature came in, or a DC 20 check to break through to the opposite side. A trapped creature also can escape by dealing at least 15 points of slashing or fire damage to the webs.

**Web Floor:** A web floor may overlay an existing floor or may be a structure entirely made of webbing. In any case, its stickiness and unsteadiness makes a web floor

difficult terrain, with a -5 penalty on Acrobatics checks but a +5 bonus on Climb checks to catch yourself when falling. Creatures with tremorsense have the range of that sense doubled when in contact with web floors, and spiders and similar web-dwelling creatures ignore the penalties other creatures suffer when traversing web floors.

# NECROMANTIC STRONGHOLDS

Some structures can be formed only by tapping into the dark arts of necromancy, binding flesh, bone, blood, and spirit into a grotesque mockery of classical architecture.

## BONE KEEP

Simple bone structures are not uncommon among primitive societies, using collected bones for structure and for decoration, but the application of necromantic magic makes them far more dangerous.

**Damaging Bone Structures:** Bone structures take full damage from bludgeoning weapons and from positive energy. They take only half damage from piercing and slashing weapons.

**Walls:** Crafted from innumerable skeletal remains, bone walls are infused with necromantic power.

*Hazard:* The semi-animate bony climbs of a bone wall writhe and grasp at creatures climbing on them. A creature ending its turn climbing on a bone wall has a 50% chance to become entangled (DC 15 Reflex negates). An entangled creature can free itself with a DC 15 Strength check or Escape Artist check or can be freed by dealing 15 points of damage to the section of bone wall adjacent to the entangled creature. Dealing at least 15 points of positive energy damage to a semi-animate bone wall suppresses this entangling effect for 1 minute.

**Floor:** A bone keep's floor is littered with skulls and bone fragments, typically a mix of light rubble and dense rubble, with many areas scattered with bony caltrops. Some areas may have grasping bones similar to those on bone walls.

## FLESH PALACE

Necromancers, demons, and other corrupt and cruel creatures may build fortifications from tormented flesh, melding the carcasses of the dead into a gruesome half-life of pulsating muscles and pumping blood.

**Damaging Flesh Structures:** Flesh structures take full damage from slashing weapons but only half damage from bludgeoning and piercing weapons. They take full damage from acid, cold, electricity, fire, and sonic attacks, as well as negative energy. Flesh structures

have fast healing 5, and even if a section is completely destroyed any adjacent sections can regrow at a rate of 5 feet for every 24 hours, growing together towards the other side of the severed gap.

**Walls:** Walls of flesh may look almost vital, pulsing with vital fluids and prone to bleed if attacked, or they may be gray and putrefied, scabrous and rotting yet losing none of their revolting resilience.

**Hazard:** Flesh walls have embedded eyes and ears and can sense nearby creatures with a +10 bonus on Perception checks and 60-foot darkvision. In addition, a flesh wall has tremorsense with respect to any creature climbing on its surface, and any creature ending its turn on a flesh wall has a 50% chance to be attacked by gaping maw or tearing limb that reaches out from the wall (+10 attack bonus, dealing 1d12 points of bludgeoning, piercing, and slashing damage).

**Floor:** A flesh floor is often uneven and soft, with grotesque bulges in places and a quivering softness in

others, along with lumps of tumors, bones, and sensory organs jut out. Flesh floors are equivalent to light rubble mixed with dense rubble, and they are reactive and prone to shift where the more difficult terrain appears. For true body horror, certain areas of a flesh floor might be so yielding and soft that they function like fleshy quicksand (see Chapter 13: Environment in the *Pathfinder Roleplaying Game Core Rulebook*), and flesh floors also might contain mouths or limbs that reach out to attack nearby creatures just as fleshy walls do.

## GHOSTLY REDOUBT

The most sinister fiends and necromancers extract the immortal essence of their victims and knit their soul-stuff together into a tragic and terrifying tower of tattered ectoplasm.

**Damaging Ghostly Structures:** Ghostly structures are comprised of ectoplasmic spirit-stuff and can be damaged only by magical weapons and effects, taking



half damage from all such effects other than force effects and positive energy (or attacks with *ghost touch* weapons).

**Ghost Walls:** Ghost walls have no physical substance and cannot be climbed. Their opaque gossamer shrouds offer total concealment but grant no cover against attacks through the wall. Dealing at least 30 points of positive energy damage to a ghost wall in a single round quells the spirits within the wall for 1 minute, making it safe to transit that section of the ghost wall. A *dispel magic* spell (DC 20 caster level check) suppresses the binding magic holding the spirits within the ghost wall for 1d4 rounds, making the wall itself safe to traverse; however, this also temporarily looses the spirits within the dispelled section of wall to rampage and swarm over creatures nearby. Each round, the spirits flood out in a 30-foot cone aimed in a random direction from the dispelled section(s) of wall, affecting creatures in that area as if they had passed through the ghost wall, though the power of the scattered spirits is dissipated somewhat, reducing the save DC to 15.

**Hazard:** A creature passing through a ghost wall gains one negative level (DC 20 Fortitude negates) and takes 1d4 points of Wisdom damage (DC 20 Will negates) from the howling madness of the spirits.

**Floor:** A ghostly floor is typically made of ectoplasmic force, which is weaker than a true force construct with the hardness and hit points of solid wood. Incorporeal undead creatures can pass through a ghostly floor without difficulty, as if it were normal stone.

A ghostly floor can be made either opaque or transparent. If a transparent ghost floor bridges an abyss more than 100 feet deep, creatures traversing it that lack a natural climb or fly speed become shaken (DC 15 Will negates) until they can reach solid ground once again, at which point they can attempt a new saving throw each round at the beginning of their turn to recover their wits. Creatures that dwell on cliffs, high mountains, or other exposed heights may gain a circumstance bonus on this saving throw or may be immune, at the GM's discretion.

**Hazard:** Undead standing on a ghostly floor gain turn resistance +1 (+2 if they are incorporeal undead adjacent to the ghostly floor). This stacks with any other turn resistance they possess.





CHAPTER 6

# Factions and Intrigue





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

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

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

## WHY FACTIONS MATTER

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

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

## FACTIONS

A faction is an organization or group within a kingdom which is attempting to assert political, economic, or social control over the entire kingdom, or some part of it. *Ultimate Factions* uses the following terms in specific ways to define factions in play and how they interact with each other, with individual characters, and with

the kingdom as a whole. The rules in this section are designed to work with the kingdom-building rules in **Chapter 1** and refer to the statistics and mechanics there.

## ALIGNMENT

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

## FACTION LIMITS

A kingdom may have any number of factions of each type, however if the combined size of all factions in the kingdom exceeds 10 times the kingdom size, then the kingdom gains +1 Unrest during Step 4 of the Upkeep phase of the kingdom turn. Not every type of faction will be represented within a kingdom, but all kingdoms should start with at least one Civil faction representing the citizens, and one Judicial faction representing the kingdom's rulers.

## GOAL

A goal is something that the faction is attempting to achieve through use of its resources and manpower. See [Goals](#) on page 165.

## OPERATION

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

## POWER

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

## REPUTATION

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

## RESOURCES

This attribute represents the productivity of the faction's members when they are working towards the faction's agenda. It measures the faction's ability to obtain goods

and property, as well as use its wealth effectively when working towards the faction's agenda.

## SIZE

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

## FACTION SIZE AND POPULATION

If using the settlement size and population rules from the Kingdom Optional Rules in Chapter 1, the faction membership should be calculated at 10 members per point of size.

## TENSION

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

## TYPE

A faction's type describes the members of the faction and may give a broad idea of the aspects of the kingdom which are of greatest interest to the faction. See [Types](#) on page 164.

## WEALTH POINTS

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

# CREATING A FACTION

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

## CALCULATING INITIAL SIZE

Factions begin with a size of zero (which indicates that they do not exist or are too small to have any impact on the kingdom). Certain buildings within the kingdom can increase the maximum initial size of the faction. The Building Effect on Maximum Starting Faction Size table shows how buildings from the Kingdom rules in Chapter 1 can affect the size of each faction type. A faction of at least size 1 it can launch Operations, earn income, and increase its size. Factions may not wish to start at the maximum possible size and are not required to do so. If a faction starts a faction turn with size 0, the only operation it may perform that turn is a recruitment operation.

**Table 6-1: Building Effects on Starting Faction Size**

	ACADEMIC	CIVIL	FOREIGN	JUDICIAL	LEGAL	MILITARY	RELIGIOUS	SOCIAL	TRADE
<i>Academy</i>	+2	-	-	+2	-	-	-	-	-
<i>Aerie</i>	-	-	+1	-	-	-	-	+1	-
<i>Alchemist</i>	+1	-	-	-	-	-	-	-	+1
<i>Arena</i>	-	+4	-	-	-	-	-	+4	-
<i>Assembly</i>	+2	+2	+2	+2	+2	+2	+2	+2	+2
<i>Bank</i>	-	-	-	-	-	-	-	-	+2
<i>Bardic College</i>	-	+2	-	-	-	-	-	+2	-
<i>Barracks</i>	-	-	-	-	+1	+1	-	-	-
<i>Baths</i>	-	-	-	-	-	-	-	+1	+1
<i>Black Market</i>	-	-	-	-	+2	-	-	-	-
<i>Brewery</i>	-	+1	-	-	-	-	-	+1	-
<i>Bordello</i>	-	-	-	-	+1	-	-	+1	-
<i>Bureau</i>	-	-	-	+2	+2	-	-	-	-
<i>Caster's Tower</i>	+1	-	-	-	-	-	-	-	+1
<i>Castle</i>	-	-	-	+4	-	+4	-	-	-
<i>Cathedral</i>	-	-	-	-	-	-	+4	+4	-
<i>Courthouse</i>	-	-	-	+1	+1	-	-	-	-
<i>Dance Hall</i>	-	-	-	-	-	-	-	+2	-
<i>Exotic Artisan</i>	-	-	-	-	-	-	-	-	+2
<i>Foreign Quarter</i>	-	-	+4	-	-	-	-	+4	-
<i>Gambling Den</i>	-	-	-	-	+1	-	-	-	+1
<i>Garrison</i>	-	-	-	-	+2	+2	-	-	-
<i>Guild Hall</i>	-	-	-	-	-	-	-	+2	+2
<i>Graveyard</i>	-	-	-	-	-	-	+1	+1	-
<i>Hanging Gardens</i>	+4	-	-	-	-	-	-	+4	-
<i>Herbalist</i>	-	+1	-	-	-	-	-	-	+1
<i>Hospital</i>	-	+2	-	-	-	-	-	+2	-
<i>Inn</i>	-	-	-	-	-	-	-	+1	+1
<i>Jail</i>	-	-	-	+1	+1	-	-	-	-
<i>Library</i>	+1	+1	-	-	-	-	-	-	-
<i>Lighthouse</i>	-	-	+1	-	-	-	-	-	+1
<i>Luxury Store</i>	-	-	-	-	-	-	-	-	+2



	ACADEMIC	CIVIL	FOREIGN	JUDICIAL	LEGAL	MILITARY	RELIGIOUS	SOCIAL	TRADE
<i>Magic Shop</i>	-	-	-	-	-	-	-	-	+2
<i>Magical Academy</i>	+2	-	-	-	-	-	-	-	+2
<i>Market</i>	-	+2	-	-	-	-	-	-	+2
<i>Military Academy</i>	+2	-	-	-	-	+2	-	-	-
<i>Mint</i>	-	-	-	-	-	-	-	-	+2
<i>Monastery</i>	+2	-	-	-	-	-	+2	-	-
<i>Museum</i>	+2	+2	-	-	-	-	-	-	-
<i>Observatory</i>	+1	-	-	-	-	-	-	-	+1
<i>Orphanage</i>	-	+1	-	-	-	-	-	+1	-
<i>Palace</i>	-	-	+4	+4	-	-	-	-	-
<i>Pier</i>	-	-	+1	-	-	-	-	-	+1
<i>Sacred Grove</i>	-	-	-	-	-	-	+1	+1	-
<i>Sewer System</i>	-	-	-	-	+2	-	-	-	-
<i>Shop</i>	-	+1	-	-	-	-	-	-	+1
<i>Shrine</i>	-	-	-	-	-	-	+1	+1	-
<i>Smithy</i>	-	-	-	-	-	-	-	-	+1
<i>Tavern</i>	-	+1	-	-	-	-	-	+1	-
<i>Temple</i>	-	-	-	-	-	-	+2	+2	-
<i>Theatre</i>	+2	-	-	-	-	-	-	+2	-
<i>Town Hall</i>	-	-	-	+2	+2	-	-	-	-
<i>Trade Shop</i>	-	-	-	-	-	-	-	-	+2
<i>Tunnels</i>	-	-	-	-	+2	-	-	-	-
<i>University</i>	+4	-	-	-	-	-	-	-	+4
<i>Warehouse</i>	-	-	-	-	-	-	-	-	+4
<i>Watchtower</i>	-	-	-	+1	+1	-	-	-	-
<i>Waterfront</i>	-	-	+4	-	-	-	-	-	+4

# CALCULATING FACTION ATTRIBUTES

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

## FACTION CHECK

Factions have three attributes: Power; Resources; and Reputation. Many actions a faction performs require a faction check using one of these attributes. It is not possible to take 10 or take 20 on a faction check. Unless otherwise noted, the base DC of a faction check is 15. A faction check automatically fails on a natural 1, and automatically succeeds on a natural 20.

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

## TYPES OF FACTIONS

There are numerous types of faction.

### ACADEMIC

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

### CIVIL

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

### FOREIGN

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

### JUDICIAL

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

### LEGAL

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

### MILITARY

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

### RELIGIOUS

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

### SOCIAL

Social factions are typically groups of citizens who have joined together because of a shared culture, economic standing, or recreational activity. These groups are usually formed so that the members can feel as though they are part of something special and unique. Social Factions get a +2 bonus to one type of faction check, a +1 bonus to a second, but a -1 penalty to the third.

### TRADE

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

### OTHER FACTION TYPES

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

## SECRECY

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

### OPEN

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



## COVERT

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

## DISGUISED

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

# GOALS

All factions have one or more goals (which may change over time). When a faction is first created, it must set one goal which is known as the Major Goal. This is the primary outcome the faction is striving to achieve. For example, the merchant's guild looking to control all trade in the kingdom, a rebellious group of bandits hoping to overthrow the king, or the thieves' guild looking to control all theft in a city. Other, less important goals, known as Minor Goals, represent the day-to-day goings on for the faction, and can be almost anything, from

the merchant's guild reducing the effectiveness of a settlement's tax collectors, the group of bandits trying to make a bribed official more liked by other citizens, or the thieves' guild trying to make the city watch ineffective. Minor goals can be short- or long-term, depending on the faction's needs at the time.

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

## AIM

### CONTROL

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

### BOOST

The faction is increasing the subject's impact on the kingdom. For example, a Trade faction may be trying to promote a particular business. When a successful Advance Goal Operation is completed for a Boost goal, the subject gains a +2 bonus to any kingdom or faction checks made before the end of the next kingdom turn.

### REDUCE

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

## ELIMINATE

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

## SCALE

The scale of a goal represents the amount of impact caused by influencing the goal's subject. The ultimate decision about the scale of a particular goal is up to the GM. For goals whose subject is a place, the size of the area affected by the place determines the scale. For goals with a subject that is a person, or group of people, the scale depends on the size of the group. However, if a subject has a higher level of influence within the kingdom than the scale would normally indicate, the GM should increase the scale of the goal. For example, a kingdom's leaders should always be considered to be Kingdom Scale, as a group and individually. Likewise, the head of a guild might qualify as a district in scale (or even a faction), rather than an individual. When unsure, use the highest suitable Scale.

**Table 6-2: Faction Scale**

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

## SUBJECT

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

## PRIVACY

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

## GOAL DC

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

**Table 6-3: Faction Goal DC**

AIM	DC MODIFIER
<i>Control</i>	+2
<i>Boost</i>	+0
<i>Reduce</i>	+0
<i>Eliminate</i>	+5
SCALE	DC MODIFIER
<i>Individual</i>	+0
<i>Faction</i>	+1
<i>District</i>	+2
<i>Settlement</i>	+3
<i>Kingdom</i>	+5
PRIVACY	DC MODIFIER
<i>Public Goal</i>	-1
<i>Secret Goal</i>	+3

## THE FACTION TURN

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

## UPKEEP PHASE

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

**Step 1: Check tension.** If the tension of the faction has reduced any of the faction's attributes below 0, then the faction has a chance of splintering. Make a Special Tension Check, which is a 1d20 roll +1 for every 10 points of tension (rounded down). The DC for this roll is 10 plus the faction's size modifier (+1 per 10 size, rounded down). If the tension check exceeds the DC, the faction splinters. See *Splintering Factions* on page 171.

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

## OPERATIONS PHASE

The faction may undertake a number of Operations based on the Faction's size, as detailed in [Table 6-4: Faction Operations by Size](#). For each Operation launched, the Faction pays the cost of the Operation, and makes any checks required. The faction may launch Operations in any order. All effects for a single Operation are resolved before the next Operation is launched.

## INCOME PHASE

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

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

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

# OPERATIONS

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

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

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





**Table 6-4: Faction Operations by Size**

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

\*: Factions with size 0 may only make Recruitment operations.

Sometimes an attribute from the kingdom (or a modifier to a kingdom attribute) is used for faction checks. Unless otherwise stated, this is in addition to the existing faction bonus. Use the following table to determine which faction attribute is modified by bonuses and penalties to which kingdom attribute.

**Table 6-5: Faction and Kingdom Attribute Equivalencies**

FACTION ATTRIBUTE	KINGDOM ATTRIBUTE
Power	Stability
Reputation	Loyalty
Resources	Economy

### ABANDON GOAL (ACTIVE)

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

### ADVANCE GOAL (ACTIVE)

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

**Table 6-6: Advancing Boost and Reduce Goals**

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

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

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

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

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

### AID, FACTION (ACTIVE)

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



## AID, KINGDOM

### (ACTIVE)

The faction tries to help one of the leaders of the kingdom. The faction chooses one of the kingdom's leaders and makes a Reputation check. If successful, the faction applies a +1 bonus to the target leader's kingdom attribute modifier, increasing by +1 for every 5 points by which the check exceeds the DC. Multiple Aid operations do not stack – only the highest modifier applies. Each point of bonus costs 5 WP, unless the leader affected is the Ruler, in which case it costs 7 WP. The cost must be paid at the time the bonus is applied. This bonus applies until the start of the next faction turn.

### ALLIANCE (ACTIVE)

The faction joins forces with another faction. The two factions must have a Goal subject in common (though the Aim and Scale of the Goal do not have to be the same) and agree to the alliance. Each Faction makes a Reputation check. The Faction which gets the highest result is the dominant partner and can choose whether the alliance is balanced or unbalanced. If the alliance is balanced, both Factions gain a bonus to all Faction attributes equal to 50% of the bonus the other faction has. If the alliance is unbalanced, the dominant partner gains a bonus equal to 75% of the bonus the other Faction has, while the other partner gains 25%. These bonuses are lost if the alliance dissolves. At any time two Factions are in an alliance with each other, either of them can attempt to absorb the other Faction. This requires another Alliance Operation. The allied Factions make opposed Power checks. The winning faction permanently gains Power, Resources and Reputation equal to half the losing Faction's attributes. Add together the Size of the two Factions to determine the new Faction's size. The winning Faction may make a



Reputation check to remove any of the losing Faction's Goals (one check may be made per Goal). Success means that the goal is removed entirely. Failing the check by less than 5 means that the Faction may reduce the Scale of the Goal by 1 step (for example from Kingdom to Settlement). Failure by 5 or more means that the Goal is added to the winning Faction's Goals in full. Since a faction cannot have itself as the subject of a goal, all goals from either faction with the other faction as a subject are automatically removed. An alliance costs

each faction 10 WP, plus 2 WP per turn thereafter. Merging factions which are already allied costs 10 WP.

### EARN WEALTH (MAINTENANCE)

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

### FACTION CONFLICT (ACTIVE)

The faction mobilizes its members to compete with an opposing faction. This is not necessarily a violent altercation but can be resolved either using a modified version of the mass combat rules, or the normal 5th Edition combat rules (GM's choice).

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

### LOBBYING (MAINTENANCE)

The Faction chooses one leadership role (except Ruler) in the Kingdom and makes a Reputation check. If successful, they may apply a bonus to one single appropriate faction check equal to the bonus the leader in that leadership role is providing, as described in [Table 6-5: Faction and Kingdom Attribute Equivalencies](#). Each point of bonus costs 1 WP.

### NEW GOAL (ACTIVE)

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

### PUBLICITY (MAINTENANCE)

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

### REDUCE UPKEEP (MAINTENANCE)

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

### RECRUITMENT (MAINTENANCE)

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

### RELIEVE TENSION (MAINTENANCE)

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

### SPYING (ACTIVE)

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

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

### SUBVERSION, FACTION (ACTIVE)

The faction attempts to undermine the work of another faction. Make an opposed Power check. If successful, add 1 point of tension to the target faction. For every 5 points by which the check beat the target faction's check, add an additional point of tension. Each point of tension caused costs 2 WP.

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

## SUBVERSION, KINGDOM (ACTIVE)

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

## FACTIONS AND CHARACTERS

Individual PCs interact with factions using the Organization Influence rules presented in *Pathfinder Roleplaying Game Ultimate Intrigue*. The faction's stat block should be converted to an Organization stat block using the *Factions and Intrigue* rules on page 174.

## SPLINTERING FACTIONS

Sometimes the tension within a faction causes the faction to fall apart from internal pressures. If splintering occurs, immediately increase the kingdom's unrest by 1. Then make one faction check of each type against DC 10. If all three succeed, the faction splits into two equal size factions. Share the original faction's current goals and tension evenly between the two and recalculate all other faction attributes. If one check fails, one of the resulting factions is  $\frac{3}{4}$  the size of the original, and the other is the remaining  $\frac{1}{4}$ , and the goals should be shared in those proportions (if the original faction didn't have enough goals to share in these proportions, the smaller faction must take at least one goal of the original faction). If two checks fail, the faction splits into three equal parts (with goals and tension shared evenly). If all three checks fail, the faction dissolves entirely, adding a further point of unrest to the kingdom.

## CREATING FACTIONS FOR EXISTING KINGDOMS

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

## NUMBER OF FACTIONS

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

## SIZE

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

## TREASURY

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

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

## TYPE

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



**Table 6-7: Faction Type**

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

## SECRECY

Roll on the following table for the secrecy of the faction

**Table 6-8: Faction Secrecy**

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

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

## GOALS

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

**Table 6-9: Faction Goal Aim**

D20 ROLL	AIM
1-4	Control
5-10	Boost
11-17	Reduce
18-20	Eliminate

**Table 6-10: Faction Goal Scale**

D20 ROLL	SCALE
1-6	Individual
7-11	Faction
12-15	District
16-18	Settlement
19-20	Kingdom

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

service, a church, a religion, a family, a clan, a mayor, a sergeant, an army, a general, a school.

# FACTIONS AND SKILLS

It sometimes becomes necessary for PCs to learn information about factions. This is most commonly achieved by making Knowledge skill checks or using Diplomacy to gather news, rumors, and gossip, as well as Bluff or Intimidate checks to get people to reveal their secrets (and possibly Sense Motive checks to see through attempts to deceive you). This can be supplemented with Knowledge (local) and Knowledge (nobility) checks to learn current or recent events, activities, and people, or Knowledge (history) to learn about those farther in the past. Other knowledge checks may uncover further information about organizations related to religion, arcane magic, and so on.

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

**Table 6-11: Faction Secrecy DC**

SECRECY	DC MODIFIER
<i>Open</i>	-2
<i>Covert</i>	+5
<i>Disguised*</i>	-5/+10

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

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

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



## SIMPLE FACTION RULES

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

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

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

During the faction turn, each faction should make a check modified only by the size modifier of the faction. Whichever faction gets the highest result may permanently modify any kingdom stat by  $\pm 1$ , increase or decrease the kingdom's unrest by 1, adjust any one Expansion, Holiday, Improvement, Recruitment, or Taxation edict by one step, or alter the size modifier for another faction by  $\pm 1$ . After this modification is made, the kingdom's Ruler selects a single faction and rolls a Loyalty check against the kingdom's Control DC.

Success allows the Ruler to modify the size modifier of the selected faction by  $\pm 1$ . Failure causes +1 Unrest.

## OPTIONAL FACTION RULES

The following rules allow you to tailor the way you use factions in your campaigns at the party level or the kingdom level, especially when integrating them with the optional rules in *Pathfinder Roleplaying Game Ultimate Campaign* and *Pathfinder Roleplaying Game Ultimate Intrigue*.

### CAPITAL

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

### CREATE/DISBAND ORGANIZATION (OPERATION)

The faction may create a new organization or disband an existing one. Creating a new organization involves the faction spending capital (as if using the downtime

system). The faction should calculate one of the capital bonuses for that organization and apply it to the equivalent faction attribute (see **Table 6-5: Expanded Faction & Kingdom Attribute Equivalencies**).

## DOWNTIME ORGANIZATIONS

Factions can be made up of organizations (*Pathfinder Roleplaying Game Ultimate Campaign*), which reflect different groups of members that the faction has brought together to help it. To simplify record keeping, each organization generates a bonus to only one type of capital, decided at the time the organization is created. For every 10 full points of bonus that organizations would provide under the downtime rules, it provides a +1 bonus to the relevant faction attribute (see **Table 6-5: Expanded Faction & Kingdom Attribute Equivalencies**). The downtime system bonuses from all organizations should be added together before the faction attribute bonus is calculated. WP may be spent to grant the faction 10 point each of Labor, Goods, Influence, and Magic capital (this is considered to be earned capital).

## EDICT (KINGDOM): SUPPORT OR SUPPRESS FACTION

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

# FACTIONS AND INTRIGUE

*Pathfinder Roleplaying Game Ultimate Intrigue* presents robust rules for allowing PCs to influence organizations, and the factions generated in this chapter are tailor-made to be organizations which the PCs may choose to interact with. The following rules allow you to take a faction and generate Organization stat block for use with the Organization Influence rules.

## STEP 1 - DETERMINE PROMINENCE

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

**Table 6-12: Faction Prominence**

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

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

## STEP 2 - KEY MEMBERS

If the faction's most important members have already been created as part of the roleplaying experience, then use those; however, should the key members need to be determined, do the following: To find the highest-level key member, roll 2d6 and add the Prominence modifier. The next-highest level key member will generally be 2 levels lower than the highest level. Further key members will be 1-2 levels lower than the previously created one. Any number of key members may be created, but 2-5 is usually sufficient.

## STEP 3 - VALUES

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

## STEP 4 - PUBLIC AND PRIVATE GOALS

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

## STEP 5 - ALLIES

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

## STEP 6 - ENEMIES

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

## STEP 7 - MEMBERSHIP REQUIREMENTS

Every organization's membership requirements will be unique, but the more prominent the organization the more valuable or restrictive the membership requirements will be. For weak organization, an activity with a small value (less than 100 gp), or an occasional commitment of time (a short meeting once per month

for six months) is suitable. For a moderate organization, a more valuable activity (between 100 and 500 gp) or a greater commitment of time (a weekly meeting for three months) would be acceptable. Strong organizations need a much greater level of dedication, so a value of up to 2,000 gp or several days of dedicated time to the organization, even at the expense of the character's other activity. Preeminent organizations demand much greater sacrifice, which should rarely be quantified in monetary terms (unless the organization is particularly interested in money), but instead be a demonstrated willingness to take risks on behalf of the faction, even at the possible expense of the character's life.

## STEP 8 - INFLUENCE LIMITATIONS

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







## STEP 9 - BENEFITS

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

Use the following table to determine appropriate common benefits for a faction.

**Table 6-12: Faction Benefits**

	RANK 1	RANK 2	RANK 3	RANK 4
<i>Borrow Resources</i>	Resources x20 gp	Resources x100 gp	Resources x500 gp	Resources x1000 gp
<i>Command Team†</i>	-	1-4 HD	3-12 HD	6-30 HD
<i>Gather Information</i>	Reputation +3	Reputation +3	Reputation +3	Reputation +3
<i>Put in a Good Word</i>	Never	Yes	Yes	Yes
<i>Reciprocal Benefits</i>				

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

## STEP 10 - NEW BENEFITS

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

# FACTIONS IN PLAY

These rules primarily present a way for GMs to add some extra effects to kingdom turns, which would normally suggest that they should be used outside normal play sessions as part of preparation or post-game reconciliation. The GM may, however, wish to include their players in the use of these rules. One of the most effective ways to do this is to give each player a faction to control. This can be a faction related to their character's kingdom leadership role (if any), a faction directly opposed to that leadership role, or just any faction within the kingdom. The key point to drive home is that the factions are largely independent of their characters, and the things factions choose to do

should generally be in the faction's best interests, even at the expense of the kingdom and rulers.

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

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

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

# SAMPLE FACTIONS

Factions are described in the following format.

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

**Alignment:** The alignment of the faction

**Secrecy and Type:** Whether the faction is open, covert, or disguised (the actual type is listed in parentheses), and the type of the faction.

**Size:** The faction's size. An approximate number of members is listed in parentheses.

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

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

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

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

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

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

## CRIME SYNDICATE

NE Covert Legal Faction

**Size** 600 (15,000 members)      **Size Modifier** +60

**Power** +63

**Resources** +62

**Reputation** +61

**Wealth** 2,800

**Tension** 485 (-48 penalty to checks)

**Major Goal** Control criminal activity (from petty theft to assassinations) across the kingdom. DC 21

**Minor Goal** Boost kingdom trade. DC 19

**Minor Goal** Secretly control all trade (legal and illegal) across the kingdom. DC 25

**Minor Goal** Secretly boost all members' personal wealth. DC 19

**Common Operations** Recruitment; Advance Minor Goal (increase Economy from trade); Subversion, kingdom (Warden or Royal Enforcer); Earn Wealth

## MAGE'S GUILD

N Open Academic Faction

**Size** 21 (520 members)      **Size Modifier** +2

**Power** +2

**Resources** +5

**Reputation** +5

**Wealth** 200 WP

**Tension** 12 (-1 to checks)

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

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

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



### MERRY OUTLAWS

CN Open Civil Faction  
**Size** 5 (125 members)      **Size Modifier** +0  
**Power** +2  
**Resources** +1  
**Reputation** +3  
**Wealth** 15 WP  
**Tension** 6  
**Major Goal** Secretly desire to eliminate kingdom aristocracy. DC 28  
**Minor Goal** Boost wealth of poor in the kingdom. DC 19  
**Minor Goal** Reduce wealth of rich in the kingdom. DC 19  
**Common Operations** Recruitment; Earn Wealth; Subversion, kingdom (Warden); Subversion, faction (Secret Society); Advance Goal (rob from the rich or give to the poor)

### NATIONAL MILITARY

LN Open Military Faction  
**Size** 720 (18,000 members)      **Size Modifier** +72  
**Power** +74  
**Resources** +75  
**Reputation** +73  
**Wealth** 1500  
**Tension** 200 (-20 to checks)  
**Major Goal** Eliminate external threats to the kingdom's people. DC 24  
**Common Operations** Recruitment; Aid, kingdom (General); Advance Goal (maintain status quo)

### SECRET SOCIETY

NE Disguised Social (Civil) Faction  
**Size** 13 (325 members)      **Size Modifier** +1  
**Power** +3  
**Resources** +2  
**Reputation** +4  
**Wealth** 150 WP  
**Tension** 0  
**Major Goal** Secretly Control the Kingdom's leaders. DC 25  
**Minor Goal** Secretly Reduce Education in slum districts. DC 20  
**Minor Goal** Secretly place members in positions of power. DC variable  
**Minor Goal** Increase culture within capital with high-class entertainment. DC 17  
**Common Operations** Recruitment; Aid kingdom (Ruler, Councilor, or High Priest); Earn Wealth

### THIEVES' GUILD

LE Covert Legal Faction  
**Size** 8 (200 members)      **Size Modifier** +0  
**Power** +3  
**Resources** +3  
**Reputation** +0  
**Wealth** 40 WP  
**Tension** 0  
**Major Goal** Control criminal activity in other settlements within the kingdom. DC 25  
**Minor Goal** Control all criminal activity in home settlement. DC 19; Reduce effectiveness of town guards in home settlement. DC 17  
**Common Operations** Earn Wealth; Advance Minor Goal (success used to increase Crime in settlement); Recruitment; Advance Minor Goal (Reduce Town Guards Power)



CHAPTER 7

# Relationships

**B**UILDING RELATIONSHIPS WITH NPCs CAN BE DONE organically in the course of any role-playing game, with the players and GM honing their individual improvisational skills to play off one another in an ongoing give and take. This can work well if the players and GM are naturally inclined to that kind of riffing and if everyone at the table is on board with spontaneous diversions into roleplay as the opportunity arises. However, players are not their characters and vice versa, and just as playing a mighty sword-swinger doesn't require the player to take fencing lessons so too being able to develop relationships with NPCs shouldn't fall solely on the social agility of the player, or on the chance encounter when the GM and players both happen to hit the same spark at the same time with a particular interaction.

This book provides you a system for weaving PC-NPC relationships intentionally and purposefully into your campaign, so that rather than trying to catch lightning in a bottle you can both plan and prepare to facilitate PCs and NPCs being able to build meaningful connections. It allows you to create NPCs that are more than just information dispensers, quest-givers, or obstacles to be overcome. They can become real characters with personalities of their own, giving opportunities for PC and NPC alike to become more than just numbers on a page.

Whether it's romance, rivalry, revenge, friendship, faith, flirtation, or any other point of connection, you can use these rules to create a variety of relationship opportunities in the campaign. Not every player will invest in building relationships and that's perfectly okay; everyone has fun in the game in their own way. For many players, though, you can use these rules to create a far richer, more vibrant, and more engaging fantasy world and fantasy campaign where they can build their character's story in new and exciting ways beyond dragging home the trophies of their latest adventure to sleep and then head back to the dungeon.

# RELATIONSHIP RULES

## RELATIONSHIP RANKS

Each character begins play at rank 0 with most NPCs. A PC can rise from ranks 1 through 10, learning more about that NPC's personality, goals, troubles, and secrets. **Rank 1** represents establishing a relationship, and **Rank 4**, **Rank 7**, and **Rank 10** are significant ranks that each represent a major breakthrough. To advance through relationship ranks, a PC must gain enough

Camaraderie Points to achieve the next rank and then succeed at ranking up. The table below describes the Camaraderie Points required to rank up based on the point in the campaign when the character became a significant NPC.

# CAMARADERIE POINTS

PCs can gain camaraderie points in several ways. First, when a PC performs a significant action aligned with the NPC's interest, that PC gains a number of camaraderie points (typically 1 or 2). Second, whenever a PC levels up, the player can assign 2 camaraderie points each to an NPC they have encountered, whether in the course of an ongoing home campaign or a chapter of a published adventure path or series, to represent the PC spending extra time with that NPC (for example, a PC in adventure 3 could assign 2 camaraderie points each to one NPC from adventure 1, another NPC from adventure 2, or another from adventure 3). At the GM's discretion, an NPC might not be available as a choice if that NPC was unavailable for the entirety of the level (for example, if that NPC was in a coma or kidnapped). Lastly, once per milestone, each PC can attempt to gain favor with each NPC available by spending a bit of time with them, offering a gift, a story, a witticism, or anything else the player can think of. In addition to the three standard ways of gaining Camaraderie Points, the GM should feel free to award or subtract Camaraderie Points whenever she feels it is appropriate based on a PC's actions or decisions. For instance, a PC who raised undead would likely meet with disapproval from good NPCs and lose Camaraderie Points. That same PC might gain Camaraderie Points with a cynical harpy NPC who was amused by the efficient use of the bodies. If a PC ever gains more than enough Camaraderie Points to rank up, the extra Camaraderie Points never apply to future ranks. Instead, they grant a bonus equal to double the number of points to all checks made while ranking up.



**TABLE 7-1: BASE REQUIRED CAMARADERIE POINTS TO RANK UP**

RANK	EARLY CAMPAIGN	MIDDLE CAMPAIGN	LATE CAMPAIGN
Rank 1	0	0	0
Rank 2	2	2	1
Rank 3	4	3	2
Rank 4	6	4	2
Rank 5	4	3	2
Rank 6	6	4	2
Rank 7	8	6	3
Rank 8	6	4	2
Rank 9	8	6	3
Rank 10	10	7	4

## RANKING UP

Once a PC is ready to rank up with an NPC, they can choose to engage in a rank-up conversation with that NPC once per milestone. These conversations can be as short or long as the GM prefers, ranging from simply rolling some dice to lengthy conversations about the NPC's ongoing story. The friendly relationships presented in this book each include a topic description to help guide you in roleplaying each of the ten rank-ups for each NPC. Each rank-up also requires a certain check to succeed at ranking up, possibly more than one. Significant breakthroughs often require three or more successes to complete.

As usual, if you roleplay the rank-up conversation, award circumstance bonuses or penalties based on the way the PC interacts with the NPC and remember to apply any excess Camaraderie Points as an additional bonus to all checks made while ranking up.

**Success:** If a PC succeeds at all of the required checks, the PC immediately gains a rank with that NPC, potentially gaining experience points or new abilities. No matter how many excess Camaraderie Points the PC had acquired before success, they do not affect the number of points required to reach the next rank. For example, if a particularly unlucky PC fails to rank up to 5 with an NPC several times, gathering 6 excess Camaraderie Points, when the PC finally succeeds, those extra points disappear, and the PC still needs 6 more Camaraderie Points to reach **Rank 6**.

**Failure:** If a PC fails to rank up, they need not despair. The act of attempting to rank up provides two Camaraderie Points (and since these are always in excess of the number needed to rank up, they provide a +2 bonus on all future attempts). These points stack, so eventually a persistent enough PC will succeed. If a rank up requires multiple checks in a progression, and you fail a later check, you can start from the check you failed instead of the first check (unless stated otherwise specifically). For instance, if you needed an Insight check to figure out that something is bothering the NPC followed by a Persuasion check to get them

## CREATING YOUR OWN RELATIONSHIP LINKS

When making your own new Relationship Links and when using this book, the base DC for a check to reach a certain rank is generally 10 + twice the rank in question for skill checks and saving throws. Feel free to mix up this base DC in your own Relationship Links by increasing or decreasing the base DC at certain levels (or across the board) when you feel it is appropriate.

In the case of a skill check, the PC can also roll a flat ability check using the key ability associated with that skill with a DC of 10 + the rank in question if that would be more likely to succeed. However, if the skill is trained only, the DC of the flat ability check increases by 5.

For example, a certain NPC might require a DC 20 Perform check (10 + 2 \* 5) to reach Rank 5, but a PC could substitute a DC 15 Charisma check (10 + 5) instead if it would be easier. However, another NPC might require a DC 22 Knowledge (planes) check to reach Rank 6, and a PC could substitute a DC 21 Intelligence check (10 + 6 + 5 for being trained-only). Feel free to mix up this base DC in your own Relationship Links by increasing or decreasing the base DC at certain levels (or across the board) when you feel it is appropriate. For instance, an NPC might be easy to get along with on a superficial level (-5 to all DCs for early ranks) but extremely guarded with her inner thoughts (+5 to all DCs for later ranks).

to talk about it, and you make the Insight and fail the Persuasion, you can start with the Persuasion next time.

**Affinities:** Some NPCs have particularly good or bad affinities with certain PCs. Affinities range from Great to Terrible (see Table 2). Most NPCs have Average affinity for any given PC. However, if the PC has selected a background tied to an NPC or if the PC has the same card as the NPC, the PC automatically has one step better affinity with that NPC (or two steps better if both are true). Otherwise, if an NPC is attracted to the PC, is related to the PC, or any other reason that leads to a particular affinity, the GM can decide that the NPC and PC have a better than Average affinity, and if the NPC and PC are strongly at odds in ethos or worldview, the GM can decide that the NPC and PC have worse than Average affinity.

Because affinities only change the number of Camaraderie Points required for each rank, the GM can fluidly change affinities if the PCs and NPCs evolve to be better or worse suited to each other. If a PC ever has more than enough Camaraderie Points to rank up

due to affinity, as usual these extra points provide an additional bonus to all checks made to rank up.

**TABLE 7-2: EFFECTS OF AFFINITY**

AFFINITY	EFFECT
<i>Terrible</i>	2 extra Camaraderie Points required for each rank, -3 to all checks to rank up
<i>Bad</i>	1 extra Camaraderie Point required for each rank, -1 to all checks to rank up
<i>Average</i>	No Effect
<i>Good</i>	1 fewer Camaraderie Point required for each rank, +1 to all checks to rank up
<i>Great</i>	2 fewer Camaraderie Points required for each rank, +3 to all checks to rank up

# MILESTONES

Setting the pace for milestones allows you to decide how often you want to include relationship elements in the context of your greater storyline. In general, it is best to have at least one or two milestones each level; if you are playing an extended adventure path, plan for at least 5 milestones in each adventure chapter, with a maximum that is often significantly more but depends on the scope of that adventure. For instance, a book about a long arctic journey might have more milestones than a book with a tense but quickly-building feud with a guild of assassins. Each milestone gives a chance to rank up if the PC is ready as well as a chance to mingle with the NPC and possibly gain Camaraderie Points.

To gain Camaraderie Points at a milestone, the PC should describe how they are interacting with the NPC, for instance a gift they are giving, a joke they are telling, or an activity they are performing. The GM decides how well the interaction suits that particular NPC, from *Terrible/Perfunctory* (either something generic or unsuited for the NPC) to *Perfect* (something that is an amazing match for the NPC, like a star chart for a *Mystic Seer*). Sample relationships contain tips about what sorts of interactions and gifts they prefer. Remember that *Perfunctory* is the worst category of gift, so a PC who doesn't stop to think about the NPCs or pay attention to what they like and instead buys the same gift for everyone will likely be working with a *Perfunctory* or *Poor* gift.

**Craftsmanship:** Sometimes, craftsmanship is important. Whether a PC is reciting a haiku or inscribing intricate calligraphy, the quality of the gift depends on the level of performance or craftsmanship. In general, anything worse than a DC 10 Perform or Craft check is an automatic failure, 10-14 is two categories worse than normal, 15-19 is one category worse than normal, 20-29 is standard, 30-39 is one category better than normal, and 40+ is two categories better. For instance, the *Destined Empress* loves adventure stories (a *Good* gift for her), so one of the PCs decides to orate a tale of his prowess

## MILESTONES AND DOWNTIME

If you are using the downtime system, a PC can spend one downtime day interacting with a single NPC to make a single attempt to gain camaraderie points as if a milestone had passed. These downtime days cannot be used to rank up with the NPC.



fighting goblins. Unfortunately, he only manages a 6 on that Perform check, little better than a beggar on a street corner. The *Destined Empress* is still impressed that he tried, so the gift counts as *Poor* (two steps worse than *Good*). Meanwhile, another PC attempts to craft a gruesome ale mug from the skull of his fallen opponent to show the *Destined Empress* that no one should dare kidnap her again. Normally this would be a *terrible* gift for her, but somehow, he manages a 42 on the Craft check, creating one of the finest skull mugs in the lands. Thus, it counts as an *Average* gift (two steps better than *Terrible*).

**Repetition:** If you feel that a PC is just doing the same thing over and over again, perhaps simply attempting to use their best skill because it has the highest bonus, feel free to count the interaction or gift as one category worse after some amount of repetition, two categories worse after more repetition, and so on. If this brings the

quality below Terrible/Perfunctory, a -5 penalty applies for each quality level below. If the PC comes up with a good rationale for using the same skill, then do not levy this penalty. As an example of a good rationale, suppose one of the PCs wishes to become the personal painter to the Destined Empress, although he begins with no painting talent. He starts by giving the Destined Empress a framed copy of the best painting he has ever made (DC 15), and then later, as he improves, he also gives her paintings of higher and high quality (perhaps DC 20, DC 30, and DC 40). Since each of these paintings represents a progression in the painter's journey to becoming a master painter, you might decide as a GM that this would not count as repetitive.

Once you have determined the quality of the gift or interaction given the NPC's preferences and the other factors above, the PC should roll a check to determine how well the NPC receives this interaction or gift. These checks are usually Diplomacy checks, but in some cases other skill checks would be appropriate. The DC of the check and its results are listed in Table 3. As with rank ups, whenever it is an advantage for the PC, allow them to roll a untrained ability check at the standard reduced DC (lower by an amount equal to the next rank).

**TABLE 7-3: QUALITY OF INTERACTIONS AND GIFTS**

QUALITY	EFFECT
<i>Terrible/Perfunctory</i>	DC 25+2*+next rank gains 1 CP, succeed by 10 for 2 CP
<i>Poor</i>	DC 20+2* next rank gains 1 CP, succeed by 10 for 2 CP
<i>Average</i>	DC 15+2* next rank gains 1 CP, succeed by 5 for 2 CP
<i>Good</i>	DC 10+2* next rank gains 1 CP, succeed by 5 for 2 CP
<i>Perfect</i>	Automatically gain 1 CP. DC 5+2* next rank gains 2 CP, succeed by 10 for 3 CP

## RIVALRIES

Misaligned relationships, or rivalries, are a common trope in fantasy tales involving heroes from different backgrounds and clashing values. A rivalry works similarly to a friendly relationship except that Rivalry Points are earned through actions that challenge the NPC's competence or taunt the NPC in some way. Rivalries generally rank up by a show of competence rather than a specific rank-up event, as NPCs are unlikely to share their secrets and weaknesses with their rivals. Breakthroughs for a rivalry should always involve a significant competition between the two rivals, whether it's a wrestling contest, a cook-off, or a duel to unconsciousness. Affinities are typically reversed for rivalries, so for instance, even if they are on the same side, a necromancer and a sun priestess would not make easy friends, but they could make strong rivals.

## CHARACTER TRAITS

A PC with a Bond or Background related to an NPC gains several advantages at establishing a friendly relationship with their chosen NPC. PCs automatically start at **Rank 2** with their chosen NPC with an automatic two Camaraderie Points towards **Rank 3**. Furthermore, the PC has one better affinity with that NPC (so usually Good affinity). GMs and players should work together to ensure that the PCs have the opportunity to choose a suitable NPC for the PC to have a friendly relationship with.

## AUTOMATIC RANK-UPS

Certain relationships exist between PCs and NPCs that are either abstract or take place from afar, such as a rivalry between the PCs and the villain they have heard of but never met. In these cases, the relationship will rank up when the PCs perform major actions in or against the interests of these NPCs.

## RELATIONSHIP BENEFITS

In addition to the innate benefit of getting to know the NPCs better and take part in their ongoing story, this book presents mechanical perks from developing connections to NPCs that can enrich the game and encourage some of the more hesitant roleplayers as their characters "rank up" by building their relationship with an NPC.





**Experience:** One simple way to reward PCs for engaging is to give an experience value to ranking up. The GM should choose whether to divide this experience evenly among all PCs to keep it balanced or to give Relationship XP to individual PCs to reward engagement. In either case, the NPC should earn an equal amount of experience as well for the advancing relationship—this will naturally keep the PCs’ favorite NPCs a little higher in level than the rest, ready to bring along for adventures.

**Boons:** Each NPC has a particular set of boons that they grant to PCs who reach certain ranks with them, tied to the NPC’s abilities and personality. When designing your own boons, use the existing boons as guides for balance.

**Participation:** Sometimes the players want to bring along NPCs to help them on their adventures. Each NPC in this book has a rank at which they will usually agree to come along as well as a rank at which they will agree to become a cohort for that PC (typically ranks 4 and 7). If an NPC comes along but is not a cohort, they will typically receive a share of experience and treasure. If the PCs routinely bring along plenty of NPCs, it may be a good idea to increase the challenge level of the opposition (the Advanced template on monsters, one extra class level on named NPCs, and multiplying by 1.5 on multiple minions is a simple way to adjust for 6 characters instead of 4).

**Romance:** Each NPC has a certain rank above which they might be receptive to romance, although NPCs have different ideas about intimacy and relationships. Entering a long-term relationship generally improves your affinity by one step, while breaking up typically removes that benefit and reduces your affinity by an additional step.

**Redemption:** The Relationship system in this book represents a great way to measure the long-term process of redemption so that it feels like a challenging and gradual process. Several evil NPCs who have a good chance of joining the caravan are listed with redemption paths.

**TABLE 7-4: RELATIONSHIP XP**

RANK ACHIEVED	XP REWARD
1	135
2	67
3	135
4	800 (800 extra for first Rank 4 breakthrough)
5	400
6	800
7	4800 (4800 extra for first Rank 7 breakthrough)
8	2400
9	4800
10	28800 (28800 extra for first Rank 10 breakthrough)

# SAMPLE RELATIONSHIPS

The following sample relationships are presented as potential NPCs that the heroes might encounter in their travels. They could be used singly, but several of them also have built-in relationship ties that can connect them to other NPCs as PCs navigate and build their relationships with several NPCs at a time. This narrative connection between NPCs can be as loose or as tight as desired, from simply people who know and are friendly to each other to people with secret pasts and paths to destiny. This collection of sample relationships also can connect to an ongoing metanarrative; in this case, with one NPC being a long-lost heir to a faraway empire who, having just discovered her true identity, gathers several other NPCs as allies to help her travel there from their shared home in Sandtown and secure her birthright. Other NPCs might be met along the way and could be allies or enemies, and the PCs themselves can find their own roles and create their own story as they meet these NPCs and perhaps even accompany on a grand journey across the wide expanse of the world.

The NPCs provided here do not have game statistics, character classes or races, or even proper names, as this product focuses more on their personalities and the roles they might take in how they interact with the PCs. You can easily use characters of any type to fill these roles, and certainly can switch their gender or any other personal or game mechanical details if it makes more sense for how they would fit with the characters in your campaign.

## THE CARAVAN MASTER

The Caravan Master’s relationship link is strongly focused on the mercantile aspects of the caravan he operates, with PCs serving initially as simple hirelings, guards, or guides but developing into a lasting bond. As he grows closer to the PC, he becomes willing to talk about his aborted adventuring career and his brother who perished, his dead parents and his brother lost to organized crime, and his attraction to the Destined Empress.

**Preferred Gifts and Interactions:** The Caravan Master is a fan of rich food and good company. He also appreciates those who help him appraise items and sort out the mercantile interests of the caravan

**Affinity Notes:** The Caravan Master might have positive affinity for honest Wanderer merchants like himself or clergy of the goddess of love like his late brother. He will almost certainly have negative affinity

for active members of a Wanderer organized crime family, though he has empathy for those wishing to escape such a life.

**Joining the Caravan:** The Caravan Master owns the caravan and automatically joins when the PCs gain access to the caravan.

**Staying with the Caravan:** Since he owns the caravan and is fiercely loyal to the Destined Empress, the Caravan Master will always stay with the caravan.

**Participation:** The Caravan Master will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4** and soothes his lingering fears. The exception is if the Destined Empress is kidnapped, in which case he will always agree to come. The Caravan Master will agree to become a cohort to a PC only after he is at **Rank 7** with that PC.

**Romance:** The Caravan Master can be romanced after at least one PC has made a breakthrough to **Rank 7** and helped him deal with his lingering feelings for the Destined Empress (unless they convinced him to pursue the Destined Empress instead). Once this has happened, any PC of **Rank 5** or above can begin a long-term relationship with him, although he takes it slowly.

## BOONS

**Caravan Master's Confidante (Rank 7)**—You are one of the Caravan Master's closest friends, and the two of you have spent countless hours working on the caravan and sharing secrets. You gain a +2 competence bonus on Appraise or Profession (merchant) checks, and your bonus on attack rolls when flanking with the Caravan Master increases by 1.

**Caravan Master's Partner (Rank 10)** — The Caravan Master trusts you in everything as a full partner in all his future business endeavors. You've learned how to take every opening that the caravan master grants you, and vice versa. You and the Caravan Master are both treated as if you have the Paired Opportunists feat, but only with each other. If you both take the feat, increase the bonus on attacks of opportunity by 1 if you and the Caravan Master are adjacent.

## RANK-UPS

**Rank 1**—The Caravan Master introduces himself and gets to know the name of the PC and take their measure. He asks their favorite drink and a few other questions, and he explains about the caravan and the members that have been gathered already.

**DC 12 Diplomacy.** On failure, the Caravan Master doesn't feel like he got a chance to know the PC and would like to speak with the PC again.

**Rank 2**—The Caravan Master is chronicling some of the caravan's recent loot and preparing to appraise it for sale. He invites the PC to join him in appraising, as he discusses more about trading and being in charge of a caravan. He opines that having an eye for valuables is useful to any adventurer, not just to merchants.

**DC 14 Appraise.** On failure, the Caravan Master tells the PC not to worry if it's difficult at first and invites the PC to practice with him a bit more later.

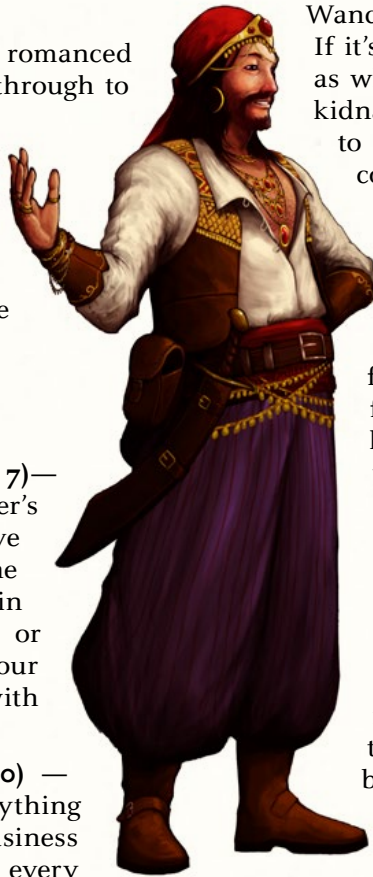
**Rank 3**—The Caravan Master is looking through various papers full of information about trade routes and merchant companies, with notes in the Wanderer tongue scribbled all over the margins. If it's during a particularly stressful time, such as when the Destined Empress is in a coma or kidnapped, he explains to the PC that he likes to focus on something he feels like he can control, like mercantile details, in order to take his mind off stressful events and uncertainty. Either way, he invites the PC to come join him in working out the mercantile strategy for the caravan.

**DC 16 Profession (merchant).** On failure, the Caravan Master thanks the PC for their help but points out that their ideas have some flaws. He invites them to refine their thoughts and come speak to him later.

**Rank 4 (Breakthrough)**—The current adventure has stirred up bad memories for the Caravan Master about his brother's death.

**DC 20 Sense Motive.** On failure, the PC doesn't realize what the Caravan Master is feeling. If successful, they realize that he looks haunted and continue the breakthrough. The Caravan Master isn't able to bring himself to dredge up those memories to the forefront, even though he realizes that talking would be therapeutic. He asks the PC to share drinks with him until he is ready to talk, offering his best brandy, or perhaps the PC's drink of choice.

**DC 18 Fortitude save.** On failure, the PC isn't able to hold their liquor well enough and through enough drinks for the Caravan Master to feel comfortable speaking about it that night. On success, the liquor has loosened the Caravan Master's lips enough that he feels ready to talk about the fateful last adventure of his old party and his brother's death. Before telling the story, he asks the PC to swear not to mention it to anyone, particularly not in the Destined Empress's earshot. By the end, the Caravan Master should make it clear that he quit adventuring before due to that experience, and he is becoming worried about his ability to hold together



on the current adventure as well. Emphasize any close calls or character deaths so far. Let the PC try whatever tact they like in helping him get back on track.

*DC 20 Diplomacy.* On failure, the Caravan Master is still shaken, and asks to speak with the PC further. On a success, the Caravan Master realizes that the PC is right, and he is able to shake off the shackles of the past and commit more fully to the current adventure. Future PCs use the next version of **Rank 4** instead.

**Rank 4**—The Caravan Master asks the PC to share drinks with him for a while.

*DC 18 Fortitude save.* On failure, the PC isn't able to hold their liquor very well, and the Caravan Master promises to give them something lighter next time. On success, he tells the PC about his old party's last adventure.

**Rank 5**—The Caravan Master is studying more about the local culture in the area the caravan is visiting (or will visit next if more appropriate) to figure out what sorts of goods the caravan should buy and sell. He invites the PC to join him and trade tips.

*DC 20 Knowledge (local).* On failure, he asks the PC to gather more information about the culture and meet back with him to re-strategize.

**Rank 6**—The Caravan Master considers the route the caravan has taken so far, as well as how far is left to go. He reflects with the PC about how long the journey has been and how the PCs and NPCs have grown along the way. He toasts the whole team along with the PC and enjoys reflecting along with the PC.

*DC 22 Knowledge (geography), followed by DC 22 Perform (act, comedy, or oratory)* to call to mind special memories from each different location and express them. On failure, the Caravan Master asks the PC to think of a few memories of their own and then come back and do this again some time.

**Rank 7 (Breakthrough)**—The Caravan Master seems unusually wistful.

*DC 25 Sense Motive.* On failure, the PC can't figure out why. On success, they realize that he is experiencing an old romantic trouble rising to the surface. The Caravan Master is embarrassed about the fact that the object of his feelings is the Destined Empress, and he is unwilling to talk about it further without a hefty amount of brandy.

*DC 24 Fortitude save.* On failure, the PC is unable to get the Caravan Master drunk enough to talk about it, though they can try again later. On success, he finally blurts out his feelings for the Destined Empress and the way he sublimated them when she fell for his brother but never truly overcame them. He drunkenly lists off the many good qualities of the Destined Empress. The PC must choose to either convince him to finally move on or to go for it and finally tell her how he feels (or maybe some third option that the PC comes up with). Neither is a particularly easy accomplishment, as he has been dealing with these feelings for decades.

*DC 29 Diplomacy.* On failure, the Caravan Master remains stuck for the time being, and the PC can try again later (or even switch tacts). Future PCs use the next version of **Rank 7** instead.

**Rank 7**—The Caravan Master shares drinks with the PC and swaps secrets.

*DC 22 Fortitude save.* On failure, the PC isn't able to hold the liquor well enough to hear some of the Caravan Master's best tales, and he invites them to come back with a fuller stomach.

**Rank 8**—The Caravan Master expresses worry about the ability of the caravan members to carry out a successful rebellion against the ruling power of the Empire of Dawn. The PC can try to explain their strategy to him.

*DC 26 Profession (soldier).* On failure, the Caravan Master requests that the PC work with everyone to think up some better plans if they want to have a chance to succeed.

**Rank 9**—The Caravan Master has exorcised most of his old demons, but he is still haunted by his older brother's descent into the same organized crime that took his parents. He discusses the Wanderers and the organized crime families at length with the PC and is willing to listen to candid talk about that topic without becoming upset by the mention. He wonders if there could have been some way to save his older brother from himself and whether there will ever be a way to stop people from racially stereotyping all Wanderers as criminals.

*DC 28 Knowledge (local)* to know enough about Wanderer organized crime families to have an in-depth conversation. On failure, he admits that the topic is a difficult one and asks the PC to think about it.

**Rank 10 (Breakthrough)**—The Caravan Master is now hopeful about the PCs' success and begins looking to the future. He asks the PC if they plan on staying in the Empire of Dawn or on joining him to make even greater profits on the return trip home. He is looking for ingenious plans to increase the caravan's payoffs tenfold or more.

*DC 20 Intelligence, DC 30 Knowledge (local), DC 30 Appraise, and DC 30 Profession (merchant)* to help him come up with an ingenious plan. On failure, he asks the PC to keep thinking and get back to him. On success, he grins widely and clasps the PC in a quick hug. If the PC is coming back with him, he assures the PC that they will be full partners and that the sky is the limit for their new merchant guild, sponsored by the Destined Empress. If they are staying behind, he asks them to manage the assets of the new guild that are based in the Empire of Dawn.

# THE CASSISIAN DETECTIVE

The Cassisian Detective is a little angel far from his home in the plane of Elysium. A servitor of the azata empyreal lord known as the Silence Between, while working as part of a joint taskforce to solve an interplanar mystery, he became chastely smitten with the archon empyreal lord Verity, patroness of detectives. Though he told himself that he merely admired her skill and efficiency, nonetheless, soon after he decided to become a detective. Now he wanders the Material Plane looking for cases to investigate involving dark conspiracies and dastardly evildoers, and bringing to bear his perfect memory and his unique perspective on the value of gaps, holes, shadows, and the space between.

In the Far Eastern Adventure Path, the party finds the Cassisian Detective following leads on a viking funeral ship, but he can appear as a potential ally in almost any adventure; all you need is an element of mystery and sufficiently evil antagonists. The Cassisian Detective's relationship link is focused on the PC learning more about the Cassisian Detective's unusual way of viewing the world and the Cassisian Detective learning more about his own deeper motivations and feelings through his interactions with the PC.

**Preferred Gifts and Interactions:** The Cassisian Detective enjoys riddles, puzzles, codes, and mysteries to solve, though due to his perfect memory, he has heard and remembers any that aren't inventions of the PCs, or at least relatively obscure. He is not a fan of most gifts because as a servitor of the Silence Between, he enjoys emptiness, silence, and the gap between things more so than the physical reality that an object brings. He particularly dislikes loud music and gaudy objects. Nonetheless, he is amused by the paradox of attempts to gift him with objects that signify the lack of objects.

**Affinity Notes:** The Cassisian Detective has a positive affinity for detectives and investigators, and especially for followers of the Silence Between (or Lady Luck, since the Silence Between is her shadow) or Verity. He has a negative affinity for those who are over-the-top, loud, and obnoxious, particularly with trivialities, as he feels that they overstimulate and cause others to miss more important clues. He strongly dislikes evildoers who twist the truth of the matter, even though he can grudgingly respect the talents of a skilled nemesis playing cat-and-mouse with his investigations.

**Joining the Party:** Ideally, the party encounters the Cassisian Detective while he is pursuing his own investigation, which intersects with the PCs' enemies. This allows him to bring in clues of his own that can help piece together more of the big picture. Since the Cassisian Detective often goes undercover as an ordinary helmet, the party might find him as part of their own adventures and assume he is part of the



treasure, allowing the Cassisian Detective to investigate them and discern their character before deciding when or if to reveal himself.

**Staying with the Party:** The Cassisian Detective is something of a completionist and likes to tie up loose ends. If the loose ends from the investigation he shares with the PCs lead him to continue traveling with them (like in the Far Eastern Adventure Path), he will do so. If the case seems tidily closed, he might part ways on other cases, perhaps crossing paths with the PCs again later, either when they intersect with another of his investigations or when they track him down to ask him for help on their most recent case.

**Advancement:** The Cassisian Detective advances as a detective bard, focusing on investigative and support spells and feats. For experience points, if you want him to be a strong option for the party, consider him to be a 4th level character to start as a cassisian bard 2. Otherwise, you should consider him as a level or two higher than that.

**Participation:** The Cassisian Detective loves a good mystery. When he feels that sleuthing is involved, rather than simple combat, he is excited to come along, and even if not, he's generally willing to let someone in the party he likes wear him as a helmet. He might be willing to become a cohort as early as Rank 4, but only if the PC is fundamentally a fellow detective (not merely someone who enjoys a good mystery or two).

**Romance:** The Cassisian Detective follows the empyreal lord of parted lovers, and he isn't even conscious of his chaste crush on Verity from afar. Even if a PC reaches a high enough rank with him to discuss and decipher his feelings, and even if she was clever and formidable enough to gain his love, he still wouldn't want to adventure in close quarters with the object of his affection, so this would lead to his leaving the party, though his investigations on his own would be dedicated to his love and respect for the PC, whom he would hope to meet with between adventures.

## BOONS

**Cassisian Detective's Confidante (Rank 7)**—You have impressed the Cassisian Detective with your wit and discretion, and he trusts you with deeper and more personal mysteries. You gain a +2 competence bonus with your choice of Linguistics or Perform (oratory), and on any day that you perform the Silence Between's obedience, you gain a +1 sacred bonus on saving throws against visual and sonic effects, which stacks with the +4 bonus if you have her Celestial Obedience.

**Cassisian Detective's Gap-Spanner (Rank 10)**—Together, you and the Cassisian Detective span the gaps between facts, ideas, and even creatures, so you are never completely separated. Once per day you can spend three full-round actions to activate the Cassisian Detective's careful teamwork performance, as if he himself had done so, but the performance only affects you. It lasts for 10 minutes instead of the usual hour. If you have a campaign trait with the Cassisian Detective, double all trait bonuses you receive from the trait.

## RANK-UPS

**Rank 1**—The Cassisian Detective introduces himself more directly to the PC, though he doesn't mention that he works for the Silence Between (if many people know, it makes it harder for him to complete his obedience). He asks the PC about herself, and though he might already know the answers from his time watching the party as a helmet, he is quite interested in how the PC chooses to answer his questions.

*DC 12 Diplomacy.* On failure, the Cassisian Detective asks to speak with the PC again. He secretly files away the details of both (and any further) such conversations with his perfect memory to search for discrepancies.

**Rank 2**—The Cassisian Detective shares three riddles with the PC. He prefers riddles with answers like "Nothing" or "A hole", though he also likes the famous riddle starting "The beginning of eternity..." whose answer is "The letter e". He is interested to see how the PC goes about solving the riddles.

*Three DC 12 Intelligence checks, one for each riddle (if the PC rolls close enough to 14, consider allowing the player to solve the riddle, though if you use famous*

*riddles, this may not be an interesting challenge).* On any given failure, the Cassisian Detective tells the PC to take her time and come back when she has another guess. Once a PC solves all the riddles, the Cassisian Detective is pleased and asks the PC to give him her best riddle, if she has one.

**Rank 3**—The Cassisian Detective decides to challenge the PC to see if she can understand the importance of silence in sound. He takes her to a quiet place and asks her to close her eyes and listen for the most important clue.

*DC 16 Perception.* On failure, the PC hears a quiet sound in that area and incorrectly determines it to be the sound the Cassisian Detective meant. On success, the PC is able to realize that the Cassisian Detective means that the overall silence is the most important clue, as it allows the focus that makes other clues stand out. The Cassisian Detective tells the PC that the gaps between things are the most important part of a mystery because the ability to bridge those gaps through logic and deduction allows a detective to piece together a narrative explanation that ties together all the clues and eventually solves the case.

**Rank 4 (Breakthrough)**—The Cassisian Detective is in quiet thought about his current case.

*DC 20 Sense Motive.* On failure, the PC thinks the Cassisian Detective wants to talk about something, but the PC instead breaks his concentration. On success, the PC realizes to wait for a time instead. Eventually, the Cassisian Detective is pleased by the PC's deduction, and decides to give the PC a riddle whose answer is "shadow".

*DC 15 Intelligence check.* On failure, the Cassisian Detective gives the PC time to solve the riddle. On success, the Cassisian Detective nods approvingly and asks the PC to solve the mystery of why the Cassisian Detective offered the PC that particular riddle.

*DC 20 Knowledge (religion).* On failure, the PC can't figure out why the riddle was significant, and the Cassisian Detective suggests to think on it. On success, the PC can piece together from various clues in the Cassisian Detective's behavior and outlook that the Cassisian Detective was hinting at his own faith in the Silence Between, who is also known as Lady Luck's Shadow.

Future PCs use the next version of Rank 4 instead.

**Rank 4**—The Cassisian Detective wonders if the PC has been thinking about the mystery of his divine patron. He wonders if the PC can put the clues together.

*DC 20 Knowledge (religion).* On failure, the PC is unable to solve the mystery for now, and the Cassisian Detective suggest that she re-examine the evidence. On success, the Cassisian Detective nods in approval and admits that the PC has deduced his patron correctly.

**Rank 5**—The Cassisian Detective wonders what the PC knows about cassisians, and whether they understand what makes him unusual among his kind.

*DC 20 Knowledge (planes).* On failure, the PC still likely knows whatever she has seen him do up to this point. On success, the PC realizes that cassisians have absolutely perfect memories, a fact that is somewhat at odds with the Cassisian Detective's focus on gaps, since the lack of gaps would, by his own reasoning, prevent the Cassisian Detective from using deductions to tie together the clues. The Cassisian Detective agrees, and he explains to the PC that he performs unusual exercises with his memory to hone his skills and generate gaps, wherein he writes down certain information and then removes the memory, challenging himself to fill in the gaps and see if he can determine it accurately and quickly.

**Rank 6**—The Cassisian Detective has a new challenge for the PC. He has just invented a new cipher, and wonders if the PC would like to crack it.

*DC 22 Linguistics.* On failure, the Cassisian Detective tells the PC to keep trying. On success, the Cassisian Detective is impressed and wonders if the PC thinks she can devise an even more challenging cipher.

**Rank 7 (Breakthrough)**—The Cassisian Detective is contemplating the holes and gaps between his own impulses and actions. He would like the PC to go elsewhere and have her own solitary contemplation, after which they could bridge the gap and compare their experiences, but he says nothing.

*DC 25 Sense Motive.* On failure, the PC doesn't realize what he'd like her to do and likely stays to wait for him or tries to engage in conversation. Either way, his concentration is broken and he tries again later. On success, the PC figures out his intention and can separate and rendezvous after some solitary contemplation. The Cassisian Detective congratulates the PC on determining his intent and asks the PC what mystery she thinks is the most important mystery of all.

*DC 17 Intelligence check.* On failure, the PC either isn't sure or comes up with an answer that doesn't seem thorough or thought-through enough to satisfy the Cassisian Detective, so he suggests that she think about it some more. On success, the Cassisian Detective is satisfied with her answer and then poses a question of his own: in the essence of the thing, what is a detective?

*DC 25 Knowledge: Religion.* On failure, the PC's answer comes at a cursory level, and the Cassisian Detective tells her to dig deeper. On success, the PC's explanation of the nature of a detective is backed by theological doctrine from the worship of Verity, empyreal lord of detectives, and the Cassisian Detective is pleased. He, with a somewhat uncharacteristic passion, tells the PC that he very much admires Verity and her principles and modus operandi. In fact, he admits, he met her in person when working on a mystery in the Upper Planes. He tells the PC that they are now fellow detectives and

confidantes, and so they must work together to solve the world's deeper mysteries. Future PCs use the next version of Rank 7 instead.

**Rank 7**—The Cassisian Detective wants to hear what the PC thinks is the most important mystery of all.

*DC 17 Intelligence check.* On failure, the PC either isn't sure or comes up with an answer that doesn't seem thorough or thought-through enough to satisfy the Cassisian Detective, so he suggests that she think about it some more. On success, the Cassisian Detective is satisfied with her answer.

**Rank 8**—The Cassisian Detective is interested in seeing how the PC analyzes an area for clues, and he suggests that they practice an exercise together to improve their efficiency at determining potentially-important details. The Cassisian Detective lets the PC examine an area for a short time and then go elsewhere. Afterwards, he asks her several questions about potential clues.

*DC 26 Perception and DC 18 Intelligence check.* On failure, the Cassisian Detective suggests that they keep practicing together. On success, the Cassisian Detective is impressed, and he admits that sometimes his perfect memory can be a hindrance in sifting out only the most important details, which makes watching how the PC decides to sift and store information very useful to him.

**Rank 9**—The Cassisian Detective is thinking about the fact that stories, tales, and histories are one of the ways that people without perfect memory make certain facets of life, the past, and their surroundings salient, like links to bridge the gaps and reveal mysteries of the world around them. He wonders what the PC thinks about the field of history.

*DC 28 Knowledge (history).* On failure, the PC's answer doesn't satisfy the Cassisian Detective's urge to understand history in the context of revealing mysteries. On success, the Cassisian Detective is pleased, and he decides that historians and storytellers are also detectives of sorts, as they teach through vicarious experiences so that others need not experience those same things themselves.

**Rank 10 (breakthrough)**—The Cassisian Detective wonders more about the mystery of his own thoughts and actions and what leads people and outsiders to act in the ways they do.

*DC 30 Sense Motive.* On failure, even if the PC waits for him or heads elsewhere, the Cassisian Detective doesn't feel like sharing this time. On success, the PC recognizes from before that the Cassisian Detective is wondering about the mystery of impulse and action, and more specifically is thinking about his own decision to become a detective and about Verity. If the PC hasn't already, she gets the sense that the Cassisian Detective is, unbeknownst to him, chastely infatuated with Verity. If the PC mentions this theory, the Cassisian Detective is intrigued, admitting that now that she mentions it, he believes she is correct about his feelings, and he seeks to explore it further. He tells the PC that as a servant of

an azata empyreal lord, spontaneity, independence, and chaos are part of his nature, but these are tempered by his tendencies as a detective to be methodical, logical, and thorough. To a being of chaos, the imposition of lawful tendencies could be seen as a form of mind control. Are his feelings real and his own, or are they an imposition from his personal interaction with a lawful being like Verity?

*DC 30 Knowledge (religion) and DC 30 Diplomacy.* On failure, the PC's answer isn't enough to satisfy the Cassisian Detective, and he tells the PC that he is concerned by this line of thought and so definitely wishes to talk again later. On success, the PC uses philosophy as well as personal persuasiveness to convince the Cassisian Detective one way or the other on the question of what his feelings mean. The Cassisian Detective is impressed and declares that the PC has clearly surpassed him as a detective of the deeper things in life. He asks the PC if she would do him the honor of giving him a mystery to solve, tied to whatever she said was the deepest mystery of all (in the Rank 7 rank up), so that he can ponder it and someday give her his answers.

*DC Intelligence check.* On failure, he tells the PC there is no rush. On success, he nods happily and tells the PC that the two of them will always be there to cross each other's gaps, thinking and living in the space between as they work to solve the deepest mysteries. He asks the PC to always keep in touch after their adventures together are over, no matter the distance between them.

## CASSISIAN DETECTIVE

Male *cassisian azata*<sup>B2</sup> bard (detective<sup>APG</sup>) 2  
 NG Small outsider (angel, extraplanar, good)  
**Init** +1; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +8  
**Aura** lesser protective aura

## DEFENSE

**AC** 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) (+2 deflection vs. evil)  
**hp** 30 (2d10+2d8+10)  
**Fort** +5, **Ref** +7, **Will** +3; +4 vs. poisons, illusions, and disguises; +2 resistance vs. evil; +4 sacred vs. gazes and sonic attacks  
**DR** 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

## OFFENSE

**Speed** fly 60 ft. (perfect)  
**Melee** slam -1 (1d3-5)  
**Special Attacks** bardic performance (8 rounds; countersong, distraction, fascinate, careful teamwork +1), breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 13 half, usable every 1d4 rounds)  
**Cassisian Spell-Like Abilities** (CL 3rd; concentration +5)  
**Constant**—*detect evil*, *know direction*  
**1/day**—*aid*, *daylight*  
**1/week**—*commune* (six questions, CL 12th)

**Bard Spells Known** (CL 2nd; concentration +4)  
**1st (3)**—*liberating command*<sup>UC</sup>, *saving finale*<sup>APG</sup>, *timely inspiration*<sup>APG</sup>  
**0 (at will)**—*detect magic*, *mage hand*, *message*, *prestidigitation*, *sift*<sup>APG</sup>

## STATISTICS

**Str** 1, **Dex** 13, **Con** 14, **Int** 14, **Wis** 11, **Cha** 15  
**Base Atk** +3; **CMB** -3; **CMD** 8 (can't be tripped)  
**Feats** *Amateur Investigator*<sup>ACG</sup>, *Celestial Obedience*<sup>CotR</sup>  
**Traits** cassisian detective, empyreal focus  
**Skills** Diplomacy\* +10 (+12 to gather information), Disable Device +10, Disguise +9, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (local) +10, Knowledge (planes) +10, Knowledge (religion) +6, Linguistics +6, Perception +8, Perform (oratory) +9, Sense Motive\* +10, Stealth +12  
 \*Versatile Performance  
**Languages** Celestial, Common, Draconic, Infernal, truespeech  
**SQ** arcane insight, change shape (Small human-like angel, fish), eye for detail, perfect memory, versatile performance (Perform [oratory])  
**Gear** mwk thieves' tools

## SPECIAL ABILITIES

**Cassisian Detective:** The Cassisian Detective has exceptionally high intelligence, even for a cassisian with class levels.  
**Empyreal Focus:** Once per day, before attempting a skill check, the Cassisian Detective gains a +2 trait bonus on that skill check.  
**Lesser Protective Aura (Su):** The Cassisian Detective has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants him a +2 deflection bonus to his AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the Cassisian Detective at any one time. His protective aura is fragile, and as soon as an evil creature successfully strikes the Cassisian Detective, or as soon as he fails a saving throw against an evil source, his protective aura fades away and is no longer applicable. He can reactivate its protective aura by spending 1 minute concentrating upon the task.  
**Perfect Memory (Ex):** The Cassisian Detective has a perfect memory and remembers everything he sees or hears. He can faultlessly recite conversations he heard hundreds of years before. He also has the power to erase portions of his own memories, which he does to protect sensitive information or when he feels that the memories are distracting from the ability to put the pieces together.

# THE DESTINED EMPRESS

The Destined Empress's relationship link explores her feelings about her unfortunate family, her disastrous adventuring career, and her fate to rule a faraway empire, referred to here as the Empire of Dawn. PCs who delve deep into this link will be among her closest confidantes, the only ones she can talk to about her extremely conflicting feelings about everything that is happening, her desire to help the people escape from tyranny mixed up with her doubts and desires for her own future.

**Preferred Gifts and Interactions:** The Destined Empress enjoys artwork and performances created by the PC, particularly tales of adventure and heroics. It's not about learning the facts of the tale for her—even if she already knows what happened, hearing an individual's take on a story tells a lot about how they were feeling and what they find most important.

**Affinity Notes:** The Destined Empress might have positive affinity for fellow worshipers of the goddess of love, particularly those who are free-spirited, kind, and slightly on the irreverent side like herself. She has little patience for bigots or those whose teachings fly in the face of her own goddess's.

**Joining the Caravan:** The Destined Empress's desire to discover her past is the reason for the caravan to gather in the first place. She joins when the PCs gain access to the caravan.

**Staying with the Caravan:** The Destined Empress's fate is intertwined tightly with the PCs. She will always stay with the caravan.

**Participation:** The Destined Empress will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4** and helps her come to terms with her fate as the Destined Empress. As she realizes that she needs to internalize her role as a leader of many people, she will not become a cohort to one of the PCs except in unusual circumstances, such as if one of the PCs sets herself up as a wise mentor to the Destined Empress, and even then only if that PC is at **Rank 7** or higher with her.

**Romance:** The Destined Empress can be romanced by a PC who has reached **Rank 7** or higher and who is respectful for her lingering feelings for the Caravan Master's late brother. Realizing that she will soon be bound by restrictions as Empress even if the party manages to succeed at their quest, she takes the first steps of the relationship quickly, but she keeps her heart closely guarded and is slow to admit she is falling deeply in love.



## BOONS

**Destined Empress's Nakama (Rank 7)**—The Destined Empress knows she can count on you no matter what. You gain a +2 competence bonus on your choice of Diplomacy or Perform (string) checks and you gain a +1 bonus to your CMD against combat maneuver checks made to grapple you.

**Destined Empress's Pillar (Rank 10)**—You are a pillar of support for the Destined Empress through any trial or danger. If you have a campaign trait with the Destined Empress, double all trait bonuses you receive from the trait. Once per day, you can rely on the Destined Empress as she relies on you, no matter the distance between you. As a swift action, you can activate any bardic performance as if the Destined Empress had done so, but the performance only affects you. This effect lasts for 1 round round, plus an additional 3 rounds if the Destined Empress has the Lingering Performance feat.

## RANK-UPS

**Rank 1**—The Destined Empress introduces herself to the PC and chats about the upcoming caravan journey. She asks some simple questions about the PC's backstory and exploits, and she admits nervous excitement at discovering the meaning of the letter from her grandfather.



*DC 12 Diplomacy.* On failure, she doesn't feel that they have "clicked" yet and tries to talk to the PC again later.

**Rank 2**—The Destined Empress discusses the most recent event in the caravan's journey. She is curious about the PC's role in that event as well as the PC's long-term plans (if this is before recovering the Seal, the PCs won't yet know of the journey to the Empire of Dawn). She talks about her role overseeing her family's glassmaking business and how she more enjoyed being an innkeeper and cooking a variety of different dishes while swapping tales.

*DC 14 Diplomacy.* On failure, she wants to talk to the PC further before trusting them more.

**Rank 3**—The Destined Empress wants to know more about the PC's beliefs and feelings, so she engages them to swap stories about their adventure so far. She instructs that she already knows the details, so she is more focused on the story than on the facts.

*DC 16 Perform (act, comedy, or oratory).* On failure, she instructs the PC to focus more on how it felt and less on reciting the facts and to try again later.

**Rank 4 (Breakthrough)**—This Breakthrough is only available after the Destined Empress awakens from her trance. The Destined Empress is overwhelmed by her fate. She never saw herself as a lofty noble before, and she can't imagine being an empress. She is quietly playing her samisen when the PC finds her, deep in thought.

*DC 20 Sense Motive.* On failure, the PC is unable to approach subtly and either leaves or disturbs her and she isn't ready to talk. On success, the PC realizes that she needs to talk to someone but wants to work up to it, so they should wait quietly until she finishes playing. Once she is done, the Destined Empress engages the PC in an impassioned conversation about her gnawing doubts and growing fear that she isn't cut out to be an empress. She emphasizes that the people of the Empire of Dawn need her and that she knows that she can't back down for their sakes, but she says that when it's night and she is trying to sleep, she can't stop having doubts and fears that disturb her dreams. She talks about the foolishness of tales of clever tailors or cooks or peasants who become kings by marrying a princess, as the tales always stop when the hero becomes king and never deal with the reality of the fact that a tailor probably makes a terrible king. She invites the PC to prove her wrong with any stories that could convince her that it's possible.

*DC 18 Perform (any, but it must be tied to a story; for example, a dance would need to be a ballet or similar lyric dance, not a simple jig or reel).* On failure, she remains unconvinced and asks the PC to find a better example. Even on a success, she concedes her point and is impressed by the PC's wit, but ultimately she isn't convinced that a story will translate to real life without some more back-and-forth with the PC.

*DC 20 Diplomacy.* On failure, the PC is unable to convince her, though she may be willing to listen to further arguments later. On success, the PC has helped the Destined Empress restore her confidence and begin to accept her fate. Future PCs use the next version of **Rank 4** instead.

**Rank 4**—The Destined Empress would like an inspiring performance that tells a tale of good triumphing against an overwhelming force to help keep up morale after the latest events on the caravan's journey and given the ultimate goal to unseat the oni.

*DC 18 Perform (any, but it must be tied to a story; for example, a dance would need to be a ballet or similar lyric dance, not a simple jig or reel).* On failure, she asks the PC to try again at a later date.

**Rank 5**—The Destined Empress wants to help commemorate a recent event in the caravan's journey, particularly a fallen companion if applicable, and she asks the PC to help her in doing so by brainstorming ideas and then setting to work on the task at hand. She asks the PC to help by crafting something appropriate for the commemoration, reminding them that the Goddess of Love smiles upon the creation of works of beauty. If the PC has a particular crafting skill, she will ask for that. Otherwise, she will ask for something that fits the commemoration best.

*DC 20 Craft.* On failure, she tells the PC that they should try again later.

**Rank 6**—The Destined Empress has been reading up on etiquette in the Empire of Dawn, supplemented with what she learned of her grandfather's teachings through her father in an attempt to learn how to behave appropriately, though she is frustrated at the idea that she might be forced to behave unlike herself and "like an empress". She makes light of some of the strange customs of the Empire of Dawn (you can look up Japanese etiquette to use as a guideline—gift giving is a good possibility). Nonetheless, she realizes that she will need to be able to at least act the part in public, even if she doesn't feel like an empress underneath, so she asks if the PC can figure out more etiquette tips and let her know.

*DC 22 Knowledge (nobility).* On failure, she asks the PC to help her find more information.

**Rank 7 (Breakthrough)**—The Destined Empress is playing the samisen alone again in the growing darkness. This time the notes are uncharacteristically atonal and sometimes jumbled.

*DC 25 Sense Motive.* On failure, the PC is unable to determine the source. On success, the PC realizes that the Destined Empress is experiencing a deep sense of loss and experiencing vivid flashbacks of a moment of tragedy. If confronted about it, she admits to the PC that she has been having nightmares about a disturbing moment from her past, but she doesn't want to talk about it. Instead, she asks the PC to try to help her stay

awake throughout the night by conversing as well as swapping songs and stories.

*DC 24 Will save (+5 bonus if the PC has a ring of sustenance or some other way of needing very little rest) to stay both awake and focused enough to help the Destined Empress through the night as well. On failure, the Destined Empress or the PC falls asleep, and she experiences more nightmares. On success, as her inhibitions lower from sleep deprivation, she begins to tearfully tell the PC about her nightmarish final adventure and the loss of her beloved, the Caravan Master's brother, explaining the significance of her tattoo.*

*DC 25 Diplomacy, Perform, or Craft to help the Destined Empress cheer up and move on. On failure, she smiles sadly and thanks the PC, but she continues to have the flashbacks. On success, the PC's stirring speech, heartwarming performance, or beautiful creation helps her move past this throwback to her past and finally lay those demons to rest completely. Future PCs use the next version of **Rank 7** instead.*

**Rank 7**—The Destined Empress is looking for some inspiration from the PC toward their goal, hoping to use the PC's words to help inspire the entire caravan.

*DC 25 Diplomacy, Perform, or Craft.* On failure, she asks the PC to work on it more first.

**Rank 8**—The Destined Empress is looking for some help practicing the formal nuances of High Court Minkan, and she hopes that the PC can serve as a conversation partner for her, helping them both pick up the subtle nuances of the language in use by the nobility. Her conversation topics will stray towards recent events in the caravan or new updates with other caravan members (particularly those in relationships). Use stilted or archaic language (for instance, Elizabethan English) to emphasize that they are practicing High Court Minkan and ask that the player of the PC does as well.

*DC 26 Linguistics (increase the DC by 10 if the PC does not know any Eastern languages or by 5 if the character knows an Eastern language other than Minkan).* On failure, the Destined Empress laughs and says that they both need a lot of practice. If the PC doesn't have the right languages, she recommends picking them up.

**Rank 9**—The Destined Empress is cooking a dish in the caravan. As the PC notices, she invites the PC to join her. She explains that soon, she will no longer be able to cook for herself and others, as the empress, so she has been making some of her favorite dishes. She asks if the PC would like to join her and learn her techniques, so that perhaps they can make it for her some time. While they practice, she discusses the recent events in the journey with the PC.

*DC 28 Profession (cook or any other related to preparing food).* On failure, she smiles and asks the PC to continue meeting her for lessons. On success, she

grins widely and pronounces the PC a fine protégé and a good friend.

**Rank 10 (Breakthrough)**—The Destined Empress has reached a crucial turning point, and she is having trouble crossing it alone. The PC finds her staring at the wall intently.

*DC 30 Sense Motive.* On failure, the PC is unable to determine what is bothering the Destined Empress, and she isn't able to put it into words either. On success, the PC realizes that much as she was willing to accept her fate to become an empress as an abstract entity, now that it's getting so close, it has started to become real and present for her, and she's having a final crisis. If the PC presents this to her, she realizes that this is what has been gnawing at her, and she discusses her feelings at length, relating short tales and fables that express her point through metaphor, such as tales of caged birds withering away or pretenders becoming the mask. She doesn't lack the courage to save the people of the Empire of Dawn, but she worries that she will lose her identity in the process. At this point, she wonders if the PC has any tales that are more encouraging

*DC 30 Perform (must be tied to a story, as noted above).* On failure, she is not encouraged by the tale, pointing out how the analogy breaks for the current situation. On success, she is able to push back against her dread and confront the topic directly. She wonders what part of her is the real her. Will that be lost when she gives up everything to become the empress? Will she even be the same woman?

*DC 30 Knowledge (religion or planes)* allows the PC to discuss philosophically on this topic. On failure, she feels that the PC's assertions don't have the weight of evidence. On success, she begins to take comfort in the evidence that seems to support the PC's case, but she is still having trouble completely convincing herself.

*DC 30 Diplomacy.* On failure, the PC has still helped her somewhat, but she is still troubled by her lingering doubts and seeks to speak with the PC further. On success, she finally feels convinced that she can make this sacrifice and change so much while still being able to stay true to herself, with the PC's help. She confesses that the PC is her pillar from whom she draws strength when she feels her resolve shake and she needs to lean on someone. She tells the PC that she would never dream of forcing their choice for what they do when the journey is complete, but she would be honored and grateful if the PC stayed to serve her as a close advisor in her new government.



## THE ELVEN PROTECTOR

The Elven Protector's relationship link focuses on the gradually-building bond between the stoic and taciturn ranger and the PC. Although she says little at first, eventually she explores her feelings after finally vanquishing her mother's killer and discusses the problems with her quasi-relationship with one of the heroes of Sandtown.

**Preferred Gifts and Interactions:** The Elven Protector loves archery-related gifts the most. She enjoys quiet interactions that allow her time to think and to speak few words, and indeed, even during her rank-ups and interactions, play her as pre-occupied in keeping watch or fletching arrows.

**Affinity Notes:** The Elven Protector might have positive affinity for elves like herself who are also interested in woodcraft. If there is somehow a goblin in the group, she is guaranteed to have terrible affinity with that PC.

**Joining the Caravan:** The Elven Protector decided to come along to protect the Destined Empress. She joins when the PCs gain access to the caravan.

**Staying with the Caravan:** The Elven Protector takes her promise to protect her friend seriously. She will always stay with the caravan.

**Participation:** The Elven Protector wishes to protect the Destined Empress from harm, so she won't join in active adventuring unless the Destined Empress is also adventuring that day. This changes if a PC chooses her as a cohort, but she will only serve as a cohort for a PC at **Rank 7** or higher with her. She will not become a cohort for a PC in a romantic relationship with her, and if she later develops a romantic relationship with the PC, she will cease being their cohort.

**Romance:** The Elven Protector is in a long-distance quasi-relationship with a hero of Sandtown, but she is conflicted about the relationship and whether it is going anywhere. In order to enter a romantic relationship with her, a PC must reach **Rank 7** and help her decide what to do about that relationship, choosing to convince her to break it off. Once any PC reaches that breakthrough, any PC at **Rank 7** can try to start a relationship with the Elven Protector.

## BOONS

**Elven Whisperer (Rank 7)**—You have spent enough time with the Elven Protector to understand the quiet intensity of her feelings. You gain a +2 competence bonus in your choice of Perception or Survival, and you gain a +1 to attack rolls against dragons and humanoids with the goblinoid subtype.

**Elven Protector's Waterbringer (Rank 10)**—You are the one who brings the Elven Protector water as she crosses her spiritual desert, and she has taught you much in return. If you have a campaign trait with the Elven Protector, double all trait bonuses you receive from the trait. Choose one of the Elven Protector's Favored Terrains. Whenever you can see or hear the Elven Protector, you gain Favored Terrain +2 for that terrain, or your Favored Terrain bonus increases by 2 if you already have Favored Terrain for that terrain.

## RANK-UPS

**Rank 1**—The Elven Protector is fletching arrows and staring into the night. When the PC approaches her, she hardly says anything at all, letting the PC do most of the talking and replying with few words when appropriate. If the topic of the goblin tribe comes up, she will make it clear that she is impressed that the PCs wiped them out.

*DC 12 Diplomacy and DC 15 Sense Motive.* On failing the Persuasion check, the PC didn't make a good impression on the Elven Protector. On succeeding Persuasion but failing Insight, the Elven Protector has taken a liking to the PC, but they haven't realized it yet because of her quiet and taciturn manner.

**Rank 2**—The Elven Protector is once again looking away from the PC, scanning for dangers while working

on arrows. When the PC approaches, she engages the PC in few words about the most recent dangers the caravan has faced, praising, advising, or scolding as appropriate based on how the PC acted in the face of those dangers. She still spends much of the time listening to the PC or in silence.

*DC 14 Diplomacy and DC 15 Sense Motive.* On failing the Persuasion check, the Elven Protector didn't think that the PC understood her point. On failing the Insight check, the PC didn't realize that this kind of treatment meant that the Elven Protector was feeling closer to the PC.

**Rank 3**—The Elven Protector continues to scan for dangers and work on arrows as the PC speaks with her. This time, she occasionally turns slightly to look toward the PC as they talk. She focuses on what precautions the PC is taking to protect the Destined Empress and avoid ambushes, although she continues mostly to listen and speak with few words.

*DC 16 Diplomacy and DC 15 Sense Motive.* On failing the Persuasion, the Elven Protector is not convinced that the PC is taking sufficient precautions. On failing the Insight, the PC doesn't realize that picking apart the proposed defenses is the Elven Protector's way of helping and that she is feeling closer to the PC.

**Rank 4 (Breakthrough)**—The Elven Protector seems to be scanning for threats and working on arrows as usual.

*DC 20 Sense Motive.* On failure, the PC does not determine that anything is unusual and may speak with the Elven Protector if they wish, but they do not advance the breakthrough. On success, the PC realizes that the Elven Protector is feeling upset tonight. If the PC mentions this or takes actions to comfort her, the Elven Protector at first doesn't want to talk about it and instead tries to quietly steer the conversation towards minutiae of their adventuring work.

*DC 20 Diplomacy.* On failure, the PC is unable to convince the Elven Protector to talk about what is upsetting her. On success, she turns to look at the PC directly, instead of scanning for threats. She admits that there is no particular reason for it, but she is feeling strong sorrow and loss over the death of her mother from long ago. She confesses that she was hoping for closure when she tracked down and slew the dragon that took her mother's life, but revenge hasn't softened the pain of losing a loved one. The PC can try to cheer her up, but words alone are not enough to soothe her.

*DC 20 skill check, saving throw, or attack roll (as appropriate based on what the PC does).* For instance, if they go shooting arrows with her, a ranged attack roll would work). On failure, she shakes her head and says that it doesn't help. On success, she thanks the PC for helping her keep her focus and make it through a rough spot. Future PCs use the next version of **Rank 4** instead.

**Rank 4**—The Elven Protector is scanning for threats and working on arrows, as usual.

*DC 20 Sense Motive.* On failure, the PC doesn't notice anything out of the ordinary. On success, the PC realizes that she is slightly sad and might appreciate if the PC stands by her side but says nothing. If they do so for a time, she quietly thanks them and tells them that sometimes she feels a bit nostalgic.

**Rank 5**—The Elven Protector is scanning for threats and working on arrows as usual. This time, however, she turns to the PC and asks if they'd like to join her in fletching. The Elven Protector gives instruction by example, but she is a perfectionist, correcting each arrow in turn: "Too wide at the shaft"; "Now too narrow"; "Too wide again."

*DC 20 Craft (bows).* On failure, the Elven Protector gives a terse apology "I'm not much of a teacher", but she is willing to try again later. On success, the Elven Protector finally compliments some of the PCs arrows and is happy to have the PC make arrows with her in the future.

**Rank 6**—The Elven Protector wants to go out on a patrol. Instead of going alone as usual, she asks the PC to join her.

*DC 22 Survival.* On failure, she gives the PC some pointers to teach them how to track and scout more effectively in the future. On success, she is impressed by the PC and considers whether to talk to the PC about a personal concern.

*DC 22 Sense Motive.* On failure, the Elven Protector delays telling the PC until the patrol is already over. On success, the PC realizes that there is something more and can convince the Elven Protector to talk about it. The Elven Protector admits that she hates feeling weak or helpless, unable to do anything: "Helpless...useless...I hate it." She is thinking of the times when the Destined Empress was comatose and kidnapped by assassins (especially if the Elven Protector was also kidnapped), but this also leads into her **Rank 7 Breakthrough** about her relationship.

**Rank 7 (Breakthrough)**—The Elven Protector is scanning for threats and working on arrows. She invites the PC to join her via a nod of her head, and she watches the PC's arrow work for a while.

*DC 25 Craft (bows).* On failure, she gives the PC some more advanced pointers on crafting. On success, the PC's skillful fletching reminds her of herself learning archery with her human stepfather, and she decides to talk to the PC about her personal life a bit more. She explains about how she fell in love with a hero of Sandtown, but when she decided to tag along with him on his journey, she discovered that he was always too distracted in his work to pay attention to her. She eventually decided that she couldn't serve as his cohort if she wanted to have his full respect, so she stayed behind after that, but then he almost died without her by his side and didn't send her regular updates so she would know he was still alive. Even so, absence helped him pay more attention to her, and she thinks

they might be able to stay together, particularly if this journey of hers gives him time to reflect on what it's like not knowing from the other side. She tells this tale in her typical taciturn fashion, however, particularly terse at the moments that are most painful for her.

*DC 25 Sense Motive.* Failure means the PC is unable to understand what she is saying from the fragmented tale, causing her to grow frustrated and give up for now. On success, fill in the PC more between the lines of what the Elven Protector actually said and present the story above. The Elven Protector then asks the PC for advice. The PC can choose to either convince the Elven Protector to keep working on the relationship or to break up with him, discussing the situation in detail with her.

*DC 25 Diplomacy (increase the DC by 5 because of an ulterior motive if the PC is trying to convince her to break up with her boyfriend in order to start a romantic relationship with her).* On failure, she still isn't convinced by the PC's arguments. On success, she finally decides to do as the PC suggested. If two PCs are simultaneously trying to perform this breakthrough with opposite advice, after this success, give the other PC one additional chance to not only beat DC 17 but surpass the other PC's result and then the Elven Protector decides based on whoever had the highest check (both PCs still reach **Rank 7** with her). Future PCs use the next version of **Rank 7** instead.

**Rank 7**—The Elven Protector is scanning for threats and working on arrows. She invites the PC to join her via a nod of her head, and she watches the PC's arrow work for a while.

*DC 25 Craft (bows).* On failure, she gives the PC some more advanced pointers on crafting. On success, the PC's skillful fletching reminds her of herself learning archery with her human stepfather, and she talks about him a little with the PC.

**Rank 8**—The Elven Protector is scanning for threats and fletching arrows as usual. This time, she invites the PC to watch with her.

*DC 26 Perception.* On failure, the Elven Protector is distracted by the fact that the PC doesn't seem to be noticing some of the sounds that she is noticing. On success, she feels that the PC is paying sufficient attention that she can take some of her focus off guard duty and look directly at the PC as they talk about the journey.

*DC 25 Sense Motive.* On failure, the PC doesn't realize it yet, but the Elven Protector is really coming to rely on the PC. On success, the PC realizes this fact and fully reaches **Rank 8**.

**Rank 9**—The Elven Protector has been gathering leaves and other samples of plants from the local area to familiarize herself with the new flora. She invites the PC to study with her in order to better determine

a variety of details, like which plants are safe to eat and which make noticeable sounds when moving them aside.

*DC 28 Knowledge (nature).* On failure, she admits that they both have to keep working on it. On success, the Elven Protector is satisfied that they have fully catalogued the local flora, at least for now.

**Rank 10 (Breakthrough)**—The Elven Protector is working on arrows and scanning for threats as usual. However, she puts her arrow work down and turns to greet the PC and talk about whatever topic the PC brings up.

*DC 30 Sense Motive.* On failure, the conversation goes well but ultimately does not lead to a breakthrough. On success, the PC realizes that the Elven Protector has some feelings bubbling just under the surface and can work to try to bring them fully out.

*DC 30 Bluff (to talk around the feelings delicately until they come out) or DC 30 Perform (any) to elicit them via a performance.* On failure, the PC either fails to help the Elven Protector bring out her emotions or else is too blunt and causes her to withdraw. On success, she begins to cry for a short time. When she is done, she smiles and tells the PC that she needed that, and that she has never felt comfortable being so vulnerable around anyone before since her mother, not even her romantic partners. She explains that feeling vulnerable and helpless always gives her flashbacks to how she could do nothing against the dragon when it took her mother.

*DC 35 Sense Motive.* On failure, the PC doesn't notice the other deeper layer buried under the first. On success, the PC realizes that the Elven Protector is realizing that she doesn't have to be a perfectionist and rely only on herself to be strong, but she hasn't fully convinced herself of that yet.

*DC 30 Diplomacy.* On failure, the PC's arguments aren't enough to overcome the Elven Protector's instincts honed from years of being a loner. On success, the Elven Protector is able to rely more on others, making a terse joke about the Mystic Seer telling her that the Desert card was important to her, wherein a trial can only be overcome by working together. She asks the PC what they plan on doing after defeating the oni and instating the Destined Empress. If the PCs convinced her to work on her relationship with the hero of Sandtown, she talks about her plans to return there, pointing out that they will be able to have a relationship of peers now that both of them have succeeded at an epic journey. If she is in a relationship with a PC, her plans involve staying with her lover. If neither is the case, then she tells the PC that she is still deciding between staying here with the Destined Empress and going back to Sandtown to annihilate all the goblin tribes once and for all.

# THE LONELY LYRAKIEN

*The Lonely Lyrakien* is a *lyrakien azata*B2 and a cleric of Lady Luck who once traveled as the ally of a more powerful human cleric until her companion met an untimely end. Afterwards, she prayed to Lady Luck to show her guidance in her travels and set off on a random path, letting luck and the stars decide. Eventually, she reached the place where she saw a sign and decided to stay (in the Far Eastern Adventure Path, that location is an abandoned graveyard). There she has been watching and waiting to see why that spot is where she should stay. In addition to the Far Eastern Adventure Path, the Lonely Lyrakien is an excellent match for any Adventure Path or home game with a Chaotic Good outlook, particularly those involving travel or overthrowing tyranny. The Lonely Lyrakien's relationship link is focused self-discovery and understanding more of her role in the universe. As she grows closer to the PC, she becomes more willing to talk about her former companion, and her thoughts about destiny and luck.

**Preferred Gifts and Interactions:** The Lonely Lyrakien is difficult to influence with gifts and interactions. She prefers unique experiences and tires of repetition more quickly than usual. The one thing she appreciates most of all is something that can lift an oppressive mood and bring optimism and good cheer to others; in her mind, a perfectly crafted joke can do all of those things, but she dislikes mean-spirited and hurtful jokes.

**Affinity Notes:** The Lonely Lyrakien has a positive affinity for clergy of Lady Luck, like herself and her former companion. She has negative affinity for evil characters and particularly for demons and those who worship them. If an adventuring party includes both the Lonely Lyrakien and the Mute Harpy, this antagonism might lead to interesting interactions between the PCs and NPCs.

**Joining the Party:** When the party comes across the place where the Lonely Lyrakien ended her guided flight, she hides and follows them curiously. She is willing to help them if she sees them in trouble, at least while they adventure near her chosen location, and a request via Diplomacy (DC 20) can convince her to join the party for at least a short time; she can always fly back if necessary, and, though she's keeping it to herself, she realizes that the party might be why she was guided here.

**Staying with the Party:** Eventually, the Lonely Lyrakien will reach a decision point where she has to decide whether she's going to go all-in with the party or part ways and return to the spot her goddess showed her. In general, this should be at a point in the campaign that seems like a point of no return, like just before heading up into the North Pole in the Far Eastern Adventure Path. In the unlikely event that a character



has reached rank 6 or higher with the Lonely Lyrakien before this decision point, she automatically stays. To convince the Lonely Lyrakien to stay otherwise requires a character to make a plea to her as a request using the Diplomacy rules. Each character at least at rank 3 with her can make request separately; characters can't aid another. The request counts as lengthy and dangerous aid (DC 30), but she counts as helpful if the character is at least at rank 4, lowering the DC to 20, and if the PC is at rank 5, she decides that the aid isn't so lengthy after all, lowering the DC to 15.

**Advancement:** The Lonely Lyrakien advances as a cleric of Lady Luck. For experience points, if you want her to be a strong option for the party, consider her to be a 5th level character to start as a *lyrakien* cleric 3. Otherwise, you should consider her as a level or two higher than that. Either way, if you give important NPCs traits, Magical Aptitude is particularly useful for her, as it increases her cleric caster level to compensate for her outsider HD.

**Participation:** The Lonely Lyrakien, unlike most NPCs, has exploration literally in her blood, so she is generally happy to come with the PCs, even at low relationship ranks. However, she is prone to her own ideas of what might be interesting to see, so until a PC reaches rank 4 with her, there is a 25% chance that she decides to do something else on a given day. The Lonely

Lyrakien will agree to become a cohort to a PC only after she is at Rank 7 with that PC and has expressed her grief over the last time she was a cohort. As a free spirit, she generally prefers not to be a cohort, and even as a cohort, she won't always follow orders from her PC.

**Romance:** The Lonely Lyrakien is willing to try anything at least once, and, more surprised that a PC would propose it than shy or dismissive, she would be willing to pursue a romance as early as Rank 4. In her friendships, the Lonely Lyrakien is extremely loyal, but in her intimate affections, she is still a chaotic outsider, prone to fits of whimsy and rapid changes of heart. A character romancing her should expect an on-again off-again relationship that flirts between casual and more intimate at times, all the way up to Rank 10, at which point even the Lonely Lyrakien could become seriously committed.

## BOONS

**Lonely Lyrakien's Comrade (Rank 7)**—While the Lonely Lyrakien is quick to make friends, she is slower to truly trust, and you are one of the few in her most trusted circles. You gain a +2 competence bonus in your choice of Knowledge (planes) or Perform (comedy), and you gain a +1 bonus on saving throws against becoming entangled and against paralysis effects.

**Lonely Lyrakien's Lifeline (Rank 10)**—The Lonely Lyrakien owes part of her epiphany to her friendship with you, and she trusts that even if she is destroyed, you will carry on her memory. If you have a campaign trait with the Lonely Lyrakien, double all trait bonuses you receive from the trait. Twice per day as an immediate action, you can gain the effects of *freedom of movement* for 1 round.

## RANK-UPS

**Rank 1**—The Lonely Lyrakien introduces herself to the PC and asks the PC to tell her more about himself or herself. She is particularly curious about the PC's religious beliefs.

*DC 12 Diplomacy.* On failure, the Lonely Lyrakien becomes distracted, tells the PC that they should speak again later, and flies off.

**Rank 2**—The Lonely Lyrakien wants to hear more about the PC, including the PC's adventures so far. Her goal is to subtly test the PC's personality, good nature, and sense of humor, while also learning what the PC has been up to before meeting her.

*DC 14 Diplomacy or Perform related to telling a story.* On failure, the Lonely Lyrakien says that she'd like to hear more at a later time.

**Rank 3**—The Lonely Lyrakien wants to go trailblazing a bit with the PC, discovering the secrets of the land around them in honor of Lady Luck.

*DC 16 Survival.* On failure, the Lonely Lyrakien chuckles good-naturedly at the way the PC is getting turned around and offers to go exploring again later.

**Rank 4 (Breakthrough)**—The Lonely Lyrakien is considering the branching paths of luck and possibility that brought her here with the PCs.

*DC 20 Sense Motive.* On failure, the PC doesn't recognize the Lonely Lyrakien's contemplative mood. If successful, the PC realizes that she is pondering the situation deeply with intense introspection, not typical for the usually gregarious Lonely Lyrakien. If the PC offers to join her or discuss what's on her mind, the Lonely Lyrakien gives a sad smile and asks the PC what he knows about what sort of creature she is.

*DC 18 Knowledge (planes) and DC 18 Knowledge (religion).* On failure, the PC still might know basic facts, like that she is a lyrakien, but the Lonely Lyrakien shakes her head and says it's deeper than that. On a success, the PC realizes that as a servant of Lady Luck, it was very unusual that the Lonely Lyrakien would have been staying in one place for so long where the PCs found her. The Lonely Lyrakien nods sadly and explains that she met with a great loss, so she took part in a ritual to Lady Luck where she let the glinting lights of the night stars off her starknife guide her in seemingly random directions, hoping she would find a sign. When she saw the location where the PCs found her (a beautiful cemetery shrine of Lady Luck in disrepair, in the case of the Far Eastern Adventure Path), she knew it was a sign, and she stayed to reconsecrate the place and wait to see why it might be significant. She admits to the PC that she believes it is possible that the PCs' arrival was what she was waiting for, but she still needs to wait and pray and contemplate to see if that turns out to be so. She welcomes the PC in joining her. Future PCs use the next version of Rank 4 instead.

**Rank 4**—The Lonely Lyrakien is curious what the PC thinks about her kind.

*DC 18 Knowledge (planes).* On failure, the PC doesn't remember anything much about lyrakiens, and the Lonely Lyrakien makes a joke involving incorrect facts about humans and suggests the PC learn more about his traveling companions. On success, she smiles and tells the PC that she is learning more about the PC, and the other PCs, as well.

**Rank 5**—The Lonely Lyrakien is interested in sharing jokes; particularly, she wants to hear the best one the PC has to offer. She points out that humor is a great way to maintain optimism even in the fact of uncertainty, so since Lady Luck is a goddess of eternal optimism, a joke is like a prayer to Lady Luck.

*DC 20 Perform (comedy).* On failure, she shakes her head and asks the PC to come up with something better than that. On success, she laughs and claps her hands, sharing a joke of her own in return.

**Rank 6**—The Lonely Lyrakien muses over the group's many adventures so far, and she wonders what the

PC sees as the driving philosophical force behind the journey.

*DC 22 Knowledge (religion).* On failure, the Lonely Lyrakien asks the PC to keep thinking about it and come back to her later. On success, the PC is able to explain his beliefs or to determine that the Lonely Lyrakien sees Lady Luck's fingerprints on the group's journeys so far. The Lonely Lyrakien shares her viewpoint, that the group has been guided by Lady Luck, citing any twists of luck in the group's favor, the journey they have taken together, and any plans that fall in line with Lady Luck's purview (for instance, freeing the Empire of Dawn from tyranny in the Far Eastern Adventure Path). The Lonely Lyrakien thinks it's all just too perfect to be merely a coincidence.

**Rank 7 (Breakthrough)**—The Lonely Lyrakien seems uncharacteristically quiet.

*DC 25 Sense Motive.* On failure, the PC can't figure out why. On success, the PC realizes that the Lonely Lyrakien has grown somber over an extremely weighty topic. If the PC offers to join her, the Lonely Lyrakien tells the PC that she isn't in the mood for talking right now, but she'd be happy to quietly share a few jokes under the starlight.

*DC 24 Perform (comedy).* On failure, the Lonely Lyrakien forces a smile, thanks the PC, and heads off on her own. On success, the Lonely Lyrakien is able to feel more comfortable, so she tells the PC all about her previous companion, a priestess of Lady Luck, and their adventures together, culminating in how the priestess was devoured by a plant creature, while the Lonely Lyrakien could do nothing to stop the plant, even though the plant couldn't grapple her or stop her from flying away. As the priestess was dying, she told the Lonely Lyrakien to fly away, and not to stay there and perish alongside her friend.

*DC 24 Knowledge (planes) and DC 24 Spellcraft.* On failure, the Lonely Lyrakien tells the PC she is glad she was able to tell her story, but the PC doesn't realize the further implications yet, though she might later on. On success, the PC realizes that as an outsider, a being made of soul energy, if the Lonely Lyrakien dies, she is gone for good, and only the most powerful magics could bring her back. The Lonely Lyrakien nods, sadly, and tells the PC that at that the time, she had been willing to accept that fate if there had been some way to save her companion, but there wasn't one. But now, the Lonely Lyrakien feels that the PCs' current endeavor is a worthy cause. She knows that with the battles getting deadlier and deadlier, while other PCs and NPCs might survive with a *breath of life* spell, someday the Lonely Lyrakien might be felled by an attack and die forever. She tells the PC that she has come to terms with that, and even if she must be a sacrifice along the journey, she trusts Lady Luck that it will be worth it in the good that their journey will bring for so many others. Future PCs use the next version of Rank 7 instead.

**Rank 7**—The Lonely Lyrakien shares more jokes with the PC.

*DC 24 Perform (comedy).* On failure, the Lonely Lyrakien tells the PC to practice his delivery next time.

**Rank 8**—The Lonely Lyrakien wants to go flying with the PC, enjoying the rush of the air and the way the sky feels as they chat together. If somehow the PCs have absolutely no means to fly by this point, she offers to help scribe a scroll of *fly* or cast a spell like *wind walk* if she can cast it yet. If that's still not enough for the PC to be able to fly, she is willing to accept a substitute adventure, grudgingly.

*DC 26 Fly.* On failure, the Lonely Lyrakien's perfect maneuverability leaves the PC in the dust. She laughs with glee and promises to help teach the PC how to fly. If the PC succeeds, he can see how joyous the Lonely Lyrakien is when she's flying free, and they can discuss many things together in the sky.

**Rank 9**—In keeping with the optimism of a priestess of Lady Luck, the Lonely Lyrakien has at this point decided that the PCs' great adventure will be a success, so she's busy planning several future journeys. She tells the PC that he is welcome to come with her, and she asks for some advice on exciting geographical locations

*DC 28 Knowledge (geography).* On failure, she agrees that the PC's suggestions are interesting, but she says that nothing has really sparked her imagination yet. On success, she is delighted and agrees that the suggested location is a place she just has to go see.

**Rank 10 (breakthrough)**—The Lonely Lyrakien is on the cusp of a major epiphany. While she'd like the PC to join her, she also needs time to think without the words of conversation interrupting her train of thought.

*DC 30 Sense Motive.* On failure, the PC doesn't realize, and likely either heads off or speaks, disrupting her concentration. On success, the PC realizes that for the moment, and contrary to normal, the best thing is to sit with the Lonely Lyrakien and wait, even though the Lonely Lyrakien herself is not simply sitting but instead pacing through the air. Eventually, she stops pacing and turns to face the PC. She smiles and thanks the PC for waiting for her and asks if the PC expects a joke. Whatever the PC answers, the Lonely Lyrakien admits that much as a joke might be a good distraction, now is not the time for one just yet. She asks the PC to consider with her the intertwined roles she bears as both a lyrakien, a creature created to serve Lady Luck, and a priestess of Lady Luck. She wonders, between the two of those roles, whether her nature, no matter how free-spirited, was never free for her to choose, and whether she possesses significant individuality to herself, to call her own.



*DC 30 Knowledge (religion) and DC 30 Diplomacy.* On failure, the PC might still make a response, but it doesn't seem to satisfy the Lonely Lyrakien. On success, the PC can convince the Lonely Lyrakien what the azata herself is already beginning to understand; that she has become more than her ordinary lyrakien sisters but that ultimately, her fate has always belonged to her, even before she was reborn as an azata in Elysium. The Lonely Lyrakien wonders if her friend, the deceased priestess of Lady Luck, will become one of her sisters one day and rejoin her in that way. Joyful, she takes the PC up to fly with her again in the starlight, her spirit feeling as light as the air itself.

*DC 30 Fly.* On failure, she leaves the PC behind but promises to fly with the PC again later. On success, the two soar through the starlit night and see a shooting star pass above them. The Lonely Lyrakien smiles and tells the PC that no matter what happens to her, she knows the PC will carry on her memory, and she will do the same for the PC. She promises the PC that if the PC's soul becomes a good outsider, she'll find and befriend that outsider too.

### LONELY LYRAKIEN

Female *lyrakien azata*<sup>B2</sup> cleric 3  
CG Tiny outsider (azata, chaotic, extraplanar, good)  
**Init** +5; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; **Perception** +14

### DEFENSE

**AC** 20, touch 17, flat-footed 15 (+3 armor, +5 Dex, +2 size)  
**hp** 41 (6 HD; 3d10+3d8+12)  
**Fort** +6, **Ref** +9, **Will** +11  
**DR** 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 80 ft. (perfect)  
**Melee** mwk starknife +11 (1d2-1/x3) and mwk starknife +11 (1d2-1/x3) or mwk starknife +13 (1d2-1/x3)  
**Ranged** mwk starknife +13 (1d2-1/x3)  
**Space** 2-1/2 ft.; **Reach** 0 ft.  
**Special Attacks** channel positive energy 8/day (DC 16, 2d6), starlight blast  
**Cleric Spell-Like Abilities** (CL 3rd; concentration +8)  
8/day—liberty's blessing  
**Lyrakien Spell-Like Abilities** (CL 3rd; concentration +8)  
**Constant**—*detect evil, detect magic, freedom of movement*  
**At will**—*dancing lights, daze* (DC 15), *summon instrument, ventriloquism* (DC 16)  
**1/day**—*cure light wounds, lesser confusion* (DC 16), *silent image* (DC 16)  
**1/week**—*commune* (6 questions, CL 12th)  
**Spells Prepared** (CL 3rd; concentration +8)  
**2nd**—*lesser restoration, remove paralysis<sup>D</sup>, spiritual weapon*  
**1st**—*command* (DC 16), *divine favor, magic stone, remove fear, sanctuary<sup>D</sup>* (DC 16)  
**oth (at will)**—*detect magic, mending, read magic, stabilize*

<sup>D</sup> Domain spell; **Domains** Liberation (*Freedom subdomain*<sup>APG</sup>), Travel

### STATISTICS

**Str** 9, **Dex** 20, **Con** 15, **Int** 12, **Wis** 20, **Cha** 20  
**Base Atk** +5; **CMB** +8; **CMD** 17  
**Feats** Scribe Scroll, Two-Weapon Fighting, Weapon Finesse  
**Traits:** *Magical Knack*<sup>UCam</sup> (cleric), *Patient Optimist*<sup>UCam</sup>  
**Skills** Fly +26, Heal +11, Knowledge (religion) +10, Perception +14, Spellcraft +10, Stealth +22  
**Languages** Celestial, Draconic; truespeech  
**SQ** agile feet (8/day), traveler's friend  
**Combat Gear** *scrolls of cure moderate wounds* (2), *scrolls of lesser restoration* (3), *scroll of remove disease*; Other Gear masterwork studded leather, masterwork starknives (3)

## THE MYSTIC SEER

The Mystic Seer's relationship link explores the ideas of fate, responsibility, and mortality. The Mystic Seer's mother has overshadowed her for much of her life, and she regrets having missed out on the opportunity to explore and adventure during her youth. The Mystic Seer discusses various philosophical and esoteric topics with the PCs throughout the journey, as well as providing enigmatic card readings.

**Preferred Gifts and Interactions:** The Mystic Seer loves gifts related to travel and exotic locales. She enjoys going on trips to interesting places with the PCs rather than being cooped up in the caravan "like an old lady."

**Affinity Notes:** A foster mother several times over, the Mystic Seer might have a positive affinity for PCs who are childlike or need a mother figure. She has a negative affinity for those who oppress others and force them to abandon their hopes and dreams.

**Joining the Caravan:** The Mystic Seer is the caravan's fortune-teller and the foster mother of the Caravan Master. She automatically joins when the PCs gain access to the caravan.

**Staying with the Caravan:** The Mystic Seer will not be denied her chance at a true journey. She will always stay with the caravan.

**Participation:** The Mystic Seer will join the PCs in active adventuring duty after any PC gets a breakthrough at **Rank 4**. The Mystic Seer will agree to become a cohort to a PC if she is at **Rank 7** with that PC.

**Romance:** The Mystic Seer can be romanced at **Rank 6**. She is no stranger to brief flings from her youth, but this time she is looking for something more fulfilling.



## BOONS

**Prophecy Seeker (Rank 7)**—You have explored the ways of the Harrow deck with the Mystic Seer and puzzled over her mother’s strange prophecy. You gain a +2 competence bonus in your choice of Knowledge (religion) or Profession (harrower), and any luck bonus or penalty you receive from the Mystic Seer’s *harrowing*<sup>ISWG</sup> spell increases by 1.

**Mystic Seer’s Light (Rank 10)**—You are the light that shines through the Mystic Seer’s darkest hour. If you have a campaign trait with the Mystic Seer, double all trait bonuses you receive from the trait. As long as the Mystic Seer is within 30 feet of you, you may reroll a failed saving throw once per day.

## RANK-UPS

**Rank 1**—The Mystic Seer introduces herself and her role in the caravan. She gives a Harrow reading for the PC (consider stacking the deck so that the PC’s card shows up in this initial reading).

*DC 12 Diplomacy.* On failure, she surmises that the reading was inconclusive and they must try again later.

**Rank 2**—The Mystic Seer wonders about the PC’s past and how it will influence their future. She explains that the Harrow is a gift from Lady Luck to help each person influence their own futures, rather than a prophecy written in stone. Even on a terrible Harrowing, Lady Luck teaches that those who hold out hope shall find a path.

*DC 14 Diplomacy or Perform (oratory).* On failure, she tells the PC that they need to consider their past more carefully if they wish to find the best future.

**Rank 3**—The Mystic Seer shares knowledge of herblore and medicine with the PC, reminding them that skills like those of the healer can mitigate even the most unfortunate of fates and that the future is always open to change. Healing is the art of refusing to accept a dire fate as inevitable.

*DC 16 Heal (with a +5 bonus on the check if the PC has the Brew Potion feat).* On failure, she tells the PC that they should practice what she has taught them and speak with her again.

**Rank 4 (Breakthrough)**—The Mystic Seer has become uncertain of her path. She has learned of the kami and their foes the oni, and the worldview expressed by the battle of these two forces seems to her to run contrary to the teachings of Lady Luck.

*DC 20 Sense Motive.* On failure, the PC doesn’t realize anything is amiss, but on a success, the PC discovers that she is puzzled. She asks the PC to try to read an epic from the Empire of Dawn closely for nuance, offering a *comprehend languages* spell if they need it.

*DC 18 Linguistics (with a +5 bonus if the PC knows the Minkan language, since the original verbiage makes it easier to understand metaphors than the translation from the spell).* On failure, she asks the PC to contemplate the text and come back to her when they understand it better, confessing that she herself doesn’t fully understand it either. On success, she admits to the PC that she has been troubled for a long time about the balances of new experiences and responsibilities. She explains how she has put off her own journey because of her responsibilities, but she considers that Lady Luck teaches her faithful to seize the moment and find new experiences. Nonetheless, the oni are shown to be evil specifically for desiring new experiences and eschewing responsibility. She asks the PC if they have any thoughts on the matter and weighs their opinion, particularly looking for answers based on faith or philosophy. She respects an answer from either side of the philosophical spectrum.

*DC 18 Knowledge (religion).* On failure, she asks the PC to consider her question carefully and consult the holy book of their deity of choice. On success, the PC’s answer has helped the Mystic Seer understand her own situation better. Future PCs uses the next version of **Rank 4** instead.

**Rank 4**—The Mystic Seer presents the puzzle of experience versus responsibility, as exemplified by the kami and the oni, as well as the teachings of Lady Luck to seize the moment. She asks the PC if they have any thoughts on the matter and weighs their opinion, particularly looking for answers based on faith or philosophy. She respects an answer from either side of the philosophical spectrum.

*DC 18 Knowledge (religion).* On failure, she asks the PC to consider her question carefully and consult the holy book of their deity of choice.

**Rank 5**—Finally able to fully concentrate on the joy of the epic journey to the Empire of Dawn, the Mystic Seer is getting more excited about interesting locations to visit along the way. She has out all of her maps and travelogues out and is interested in comparing her ideas with those of the PC.

*DC 20 Knowledge (geography).* On failure, she asks the PC to go find some more sources and then brainstorm side-trip ideas with her again.

**Rank 6**—The Mystic Seer is looking carefully at her Harrow deck as the PC arrives. She wonders whether the PC has spent much time considering the significance of the various major and minor cards in her mystic deck, the meanings of each card, and the origins of the suits.

*DC 22 Knowledge (arcana).* On failure, she tells the PC to contemplate the deck, particularly whichever card is the PC's card, and come back to her if they have found new insight.

**Rank 7**—At long last, the Mystic Seer feels she is ready to relieve herself of the final burden her mother placed upon her. Just before dying, the Mystic Seer's mother spoke a cryptic premonition, and she made the Mystic Seer swear to keep it secret until she knew in her heart that the time was right. She is considering whether to tell the PC.

*DC 25 Sense Motive.* On failure, the PC is unable to determine why the Mystic Seer is pensive. On success, she admits that there is something she is considering, but she is not convinced whether the time is right. Allow the PC to try any creative means to convince her.

*DC 24 Diplomacy.* On failure, the Mystic Seer believes that the time is soon, but not just yet. On success, after extracting a promise of secrecy, she reveals the premonition from her mother's deathbed, inviting the PC to speculate at the hidden meaning.

*DC 17 Intelligence check.* On failure, much of the hidden meaning eludes the PC, and the Mystic Seer suggests that the PC let it percolate. On success, the Mystic Seer agrees that the PC has discovered a part of the meaning and suggests that they keep it in mind going forward. She feels some of her mother's burden lifted. Future PCs use the next version of **Rank 7** instead.

**Rank 7**—The Mystic Seer reveals the premonition from her mother's deathbed (see sidebar), inviting the PC to speculate at the hidden meaning.

*DC 17 Intelligence check.* On failure, much of the hidden meaning eludes the PC, and the Mystic Seer suggests that the PC let it percolate. On success, the Mystic Seer agrees that the PC has discovered a part of the meaning and suggests that they keep it in mind going forward.

**Rank 8**—The Mystic Seer tells the PC more about her mother and wonders what kind of relationship the

PC had with their parents. She swaps stories and is particularly interested if the PC ever felt the reach of their parents' shadows.

*DC 26 Perform (oratory)* to swap tales. On failure, the Mystic Seer still wants to hear more.

**Rank 9**—The Mystic Seer has been debating the nature of concepts such as Fate, Prophecy, Luck, and Destiny with the Lonely Lyrakien (or other appropriate NPCs if she has perished or left the party). She believes that Lady Luck's teachings mean that the future is a blank slate meant to be filled by those with the faith and belief to paint a beautiful future. The others hold slightly nuanced viewpoints on the topic. For instance, the some might believe that the future is a mystery with clues and pieces of the puzzle that can be fit together in order to predict what will happen. The Mystic Seer asks the PC what they believe about these heavy topics, asking them to support their ideas with philosophical or religious teachings if they can.

*DC 28 Knowledge (religion).* On failure, the Mystic Seer isn't satisfied with the answer, though she respects the PC's right to hold their opinion. She asks them to fully form their idea and explain it to her again.

**Rank 10**—The Mystic Seer is concentrating intensely on a Harrowing with no one else around.

*DC 30 Sense Motive.* On failure, the PC can't tell the importance. On success, the PC realizes that the Mystic Seer seems deeply troubled about something, and she talks frankly to the PC about living in the shadow of her mother, and the dual nature of her own thoughts, at both loving her mother and her foster children, and yet resenting how she lost the best years of her life, unable to pursue her dream. Both parts of her consider the other to be repugnant. How could she think such things about the people she loves? But how too could she ignore the teachings of her goddess and her own heart? She wonders whether the PC has ever been of two minds so strongly and asks for any relevant proverbs or teachings from the PC's own religion.

*DC 30 Knowledge (religion).* On failure, she asks the PC to come back if they can find some guidance for her. On success, she seems satisfied with their religious answer, but she asks the PC which path they would have chosen and ultimately whether they believe she has chosen wisely.

*DC 30 Diplomacy* allows the PC to explain their answer in a way that satisfies the Mystic Seer. On failure, she seems unconvinced and retreats to her own thoughts. On success, the Mystic Seer thanks the PC and wonders if her lost youth, too, was all a part of the path of her journey, all necessary to shape her so she would be ready for this adventure.

*DC 30 Wisdom (Perception)* allows the PC to notice a shooting star passing by overhead, indicating Lady Luck's favor. On failure, the shooting star does not pass overhead, as Lady Luck will only send her sign of favor when it will be noticed. When the PC notices the

shooting star, the Mystic Seer recognizes the good omen and takes it as a sign that she has discovered something important about herself, with the PC's help.

## THE VIKING SHIELDMAIDEN

The Viking Shieldmaiden is a proud viking warrior who must come to grips with the taste of dishonor and failure. With the PCs' help, she might come out the other side stronger than ever. The Viking Shieldmaiden is extremely competitive, reacts aggressively when she feels she is being disrespected, and often becomes confused when the ins and outs of viking honor aren't as obvious to others as they are to her. However, she is fiercely loyal to her true friends and comrades, and she is never bitter about losing a competition fairly, merely excited to improve and try again.

The Viking Shieldmaiden had participated in successful raids, but she had never led one. That all changed when she found a long-lost scroll indicating a secret entrance to a forgotten dungeon. Her blood-brethren agreed that this was a sign from the Lord in Iron, so they set sail for the dungeon and named her the leader of the raid. Unfortunately, they bit off more than they could chew, and now the rest of her blood-brethren lie dead. At least they died in glorious battle. The Viking Shieldmaiden has been captured by the denizens of the dungeon, where she can only assume she will die dishonorably, alone, and forgotten. Fortunately, the dungeon the Viking Shieldmaiden attacked was the same dungeon the PCs are exploring. They have a chance to save this proud warrior from her chains, but they will have to be careful how they act towards her, as the physical chains are only the beginning.

The Viking Shieldmaiden is an excellent match for any campaign with a dungeon or lost fortification in it where she could have been captured, particularly one headed into viking lands. The Viking Shieldmaiden's relationship link is focused on the PC learning viking honor and culture and helping the Viking Shieldmaiden come to terms with her own honor. Only as she grows much closer to a PC will she become willing to talk about things like her insecurities and doubts.

**Preferred Gifts and Interactions:** The Viking Shieldmaiden enjoys contests of strength, such as wrestling or duels, and she is also a fan of the telling of epic sagas like the skalds sing as well as of boasting contests. As far as gifts, she enjoys mementos of glorious battles in which she participated, such as the composition of a saga or a bracelet in the shape of a beast she helped defeat carved from one of its bones.

**Affinity Notes:** The Viking Shieldmaiden has a positive affinity for warriors who fight with strength and honor, by her standards of honor. She has negative affinity for those who employ cowardly tactics such as cursing or hexing enemies, like enchanters or

illusionists, and she absolutely despises the icy witches from her nation's wild lands and their servitors.

**Joining the Party:** When the party finds the Viking Shieldmaiden, she is badly injured, exhausted, hungry, and stripped of her gear. How the PCs interact with her at first is crucial to her opinion of them. Those who are patronizing or act overly sorry for her she meets with anger, while those who show her respect and quietly allow her to regain her bearings earn her respect in turn. If the PCs haven't antagonized her, after a day to recover, she is willing to assist the PCs, if they have any of the dungeon left to explore. Afterwards, she agrees to join the PCs if they are journeying to her homeland because there is strength in numbers, and she agrees to give them a gift for their assistance upon arrival. Along the way, she offers to help when trouble arises. If the PCs are not headed that way but you want to use the Viking Shieldmaiden anyway, have her offer her blade to the party in exchange for their rescue, instead.

**Staying with the Party:** After arriving back at her homeland, when the PCs are about to leave it, or when her term of service is over if using that option, the Viking Shieldmaiden leaves the party unless someone has reached at least Rank 4 with her. Such a character can convince her to join the party on a more permanent basis with a DC 20 Diplomacy check, though they receive a +5 bonus if they emphasize the honor and glory and the tales that will be told of their battles. They also receive a cumulative +5 bonus for every rank they have reached beyond 4.

**Advancement:** The Viking Shieldmaiden advances as a barbarian, adding more superstition rage powers and two-weapon or shield feats.

**Participation:** The Viking Shieldmaiden yearns for battle. She will agree to join for adventuring on any day where there is an expectation of battle, and starting at Rank 4, she will come along regardless if the PC requests her aid in an appropriate way, by emphasizing how her assistance would be helpful on that day despite the dearth of battle. The Viking Shieldmaiden is highly skeptical about the idea of becoming a cohort, but a character at Rank 7 with her who possesses formidable viking honor might be able to convince her.

**Romance:** The Viking Shieldmaiden is no stranger to physical relationships, and she's happy to engage in one with someone strong and honorable who catches her eye as early as Rank 2 or 3. She closes her inner feelings off to almost everyone, however. Only someone at least Rank 7 is in that inner circle, and thus they are the only ones who truly have a chance for a deeper relationship with her.

## BOONS

**Viking Shieldmaiden's Blood Brother/Sister (Rank 7)**—You have not only shown true honor but earned the Viking Shieldmaiden's trust, so she considers

you her blood kindred. You gain a +2 competence bonus in your choice of Intimidate and Profession (sailor), and you gain a +1 bonus on CMD against disarm and sunder.

**Viking Shieldmaiden's Shield (Rank 10)**—Much as the Viking Shieldmaiden trusts her physical shield with her life in battle, she trusts you to protect the vulnerable parts of her personality that she won't allow others to see. In turn, she protects you. As long as you are standing adjacent to the Viking Shieldmaiden, she is using a shield, and she is able to act, you gain a +2 shield bonus to AC. If you are also using a shield, the two of you instead gain the benefits of the Shield Wall teamwork feat, but only with respect to each other. If you have a campaign trait with the Viking Shieldmaiden, double all trait bonuses you receive from the trait.

## RANK-UPS

**Rank 1**—The Viking Shieldmaiden introduces herself more formally to the PC, after their tense meeting in the dungeon where she was imprisoned. She is curious to learn the PC's name and exploits, as well as what sort of warrior the PC is.

*DC 12 Diplomacy.* On failure, the Viking Warrior is suspicious of the PC, though she is willing to give another chance later.

**Rank 2**—On a day when it won't interfere with adventuring, the Viking Shieldmaiden wants a friendly duel against the PC, using honorable tactics, meaning melee weapons, not cowardly witchcraft, and striking for nonlethal damage. If the PC wins the duel honorably, she is impressed.

The PC must either win the duel honorably or succeed at a DC 14 attack roll (remember to include the -4 penalty for dealing nonlethal damage if applicable). If the PC wins the duel dishonorably, he loses 2 CP with the Viking Shieldmaiden and the relationship becomes misaligned until he gains 2 CP again. Otherwise, on failure, she is satisfied with the PC's honor and agrees to challenge him again later. On success, she is suitably impressed, especially if the PC won the duel by strength of arms (which grants an extra CP towards rank 3 if the PC is the same level as the Viking Shieldmaiden or lower).

**Rank 3**—The Viking Shieldmaiden wishes to hear tales of glorious battle and heroism that the PC learned when he was little, in grand oratory or song like the skalds tell them.

*DC 16 Perform (oratory or sing).* On failure, the Viking Shieldmaiden asks the PC to tell a better tale next time.

**Rank 4 (Breakthrough)**—The Viking Shieldmaiden is performing a viking memorial rite of honor for her fallen comrades.

*DC 18 Knowledge (local).* On failure, the PC don't recognize exactly what she's doing and may mistake the cultural rite for a religious ceremony. In this case, the Viking Shieldmaiden asks the PC to leave, though the

PC has a chance to learn more and try again next time, as usual. On a success, the PCs recognizes the rite for what it is, and if the PC mentions that to her, she invites the PC to stay quietly.

*DC 20 Sense Motive.* On failure, though the PC stays through the rite, he doesn't recognize anything about the Viking Shieldmaiden's feelings other than her sorrow for the loss. On a success, he realizes that she is afflicted by guilt as well, feeling responsible for her comrades' deaths. The PC can attempt to talk to her about it and convince her that it wasn't all her fault.

*DC 20 Diplomacy.* On failure, she lashes out at the PC for his presumption in telling her what to think and stalks away, though she's willing to talk about it again later. On success, the PC has convinced her not to blame herself so much, though she won't admit it; she gives a bold smile and tells the PC that of course it wasn't her fault.

Future PCs use the next version of Rank 4 instead.

**Rank 4**—The Viking Shieldmaiden is willing to share some viking customs with the PC.

*DC 18 Knowledge (local).* On failure, the PC doesn't understand the customs well enough, causing the Viking Shieldmaiden to become exasperated. On success, she nods and tells the PC that he finally begins to understand.

**Rank 5**—The Viking Shieldmaiden challenges the PC to a wrestling contest.

The PC must either pin the Viking Shieldmaiden before she pins him, or else succeed at a DC 20 combat maneuver check to grapple. On failure, she tells the PC to practice more before challenging her to a rematch. On success, the Viking Shieldmaiden is impressed, particularly if the PC managed to pin her and win instead of just succeeding at an impressive check (which grants an extra CP towards rank 6 if the PC is the same level as the Viking Shieldmaiden or lower).

**Rank 6**—The Viking Shieldmaiden wants to share a viking boasting contest with the PC. Even though, as usual, she is extremely competitive, this time it's as much about hearing the PC boast and instructing in proper viking boasts as it is a competition.

*DC 22 Perform (oratory) and DC 22 Intimidate.* On failure, the Viking Shieldmaiden tells the PC to practice some boasts and save up any ideas he develops for their rematch. On success, she is highly amused by the PC's impressive boasts, and tells the PC that he has finally learned to boast like a viking.

**Rank 7 (Breakthrough)**—The Viking Shieldmaiden challenges the PC to a drinking contest.

*DC 24 Fortitude save.* On failure, the PC either passes out or becomes too drunk to continue the conversation,

but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and may attempt the next check.

*DC 25 Sense Motive.* On failure, the PC takes his victory at face value; unlike normal breakthroughs, the PC must go back to the beginning and win another drinking contest with a Fortitude save before trying Sense Motive again. On success, the PC realizes that there was more to the drinking contest than the Viking Shieldmaiden's usual competitive spirit. She was getting tipsy on purpose because she wants to say something that is difficult for her. The PC will need to convince her to continue further, however.

*DC 24 Diplomacy.* On failure, the Viking Shieldmaiden can't bring herself to continue, and if the PC presses, she angrily denies that she had anything else to say; as above for Sense Motive, the PC must win another drinking contest with a Fortitude save before continuing, though he need not attempt another Sense Motive. On success, the PC manages to help her continue in a manner that is supportive without being patronizing. The Viking Shieldmaiden makes the PC promise to keep her thoughts in the strictest confidence. She then explains that the PC had been correct in the last breakthrough (or if the PC is different from last breakthrough she explains further) and that even though part of her knows that she shouldn't blame herself for the failure of the expedition and the deaths of all her comrades-in-arms, she still does. Contrary to her self-assured and almost arrogant persona, she admits that there's in a voice in her head that tells her that she will always be a failure, that she had been cowardly enough to consider killing herself, and part of why she wanted to be part of the hardest battles against the fierce beasts and enemies the party faces is that it could have granted her a way to do that and still die a glorious death in battle, as the Lord in Iron demands. She requests that the PC now give her something equal of themselves in return (no skill check required). Afterwards, if the PC doesn't stop her, she cuts their hands to allow the blood to trickle together and declares them blood brothers or blood sisters. At this point, if the PC ever betrays that trust, such as by sharing her secret thoughts, the relationship link becomes permanently misaligned. Future PCs use the next version of Rank 7 instead.

**Rank 7**—The Viking Shieldmaiden challenges the PC to a drinking contest.



*DC 24 Fortitude save.* On failure, the PC loses, but the Viking Shieldmaiden might challenge the PC again later. On success, the PC is victorious, and the Viking Shieldmaiden tells him that they are well-matched in skill and should become blood brothers or blood sisters. If the PC agrees, she cuts their hands to allow the blood to trickle together. At this point, if the PC ever betrays that trust, the relationship link becomes permanently misaligned.

**Rank 8**—The Viking Shieldmaiden has decided that the PC needs his own epithet (something like Dragonslayer that describes a deed) to go after his name, to describe his deeds and accomplishments. She urges the PC to help her decide one, then goes on a long list of possible deeds the PC has achieved, along with commentary about how each one would sound after the PC's name, in both Common and Skall.

*DC 26 Linguistics.* On failure, the Viking Shieldmaiden still can't decide on the perfect epithet for the PC and says they should try again later. On success, the Viking Shieldmaiden smiles and nods vigorously at the PC's suggestion, then she beats her hand against her shield like a drum and bellows out a loud announcement of the PC's new epithet.

**Rank 9**—The Viking Shieldmaiden wants to become closer with the PC, so she shares with the PC some of the most treasured historical tales from her own family's past, and asks the PC what he knows about both viking history and the early history of his own family.

*DC 28 Knowledge (history).* On failure, she asks the PC to see if he can't learn more about at least one of those two topics and tell her what he discovers. On success, she is satisfied that the PC has also shared with her treasured tales from his family's past and is, even if slowly, beginning to master viking history and culture.

**Rank 10 (breakthrough)**—The Viking Shieldmaiden is feeling emotional and vulnerable, a rare situation she typically manages to avoid through stubbornness and force of will.

*DC 30 Sense Motive.* On failure, the PC doesn't realize what she is feeling and the Viking Shieldmaiden leaves to be alone with her thoughts. On success, the PC realizes what she is feeling and she allows the PC to talk to her about it. She explains that she wants to move forward, leave her doubts behind, and become a true hero, like in the tales, but that her experiences and journey have made her question whether such a thing is even possible or whether the heroes of tales aren't all as flawed as anyone else, once you get to know them. She is looking for more than pretty words; she wants a deep and evidenced answer.

*DC 30 Knowledge (local) and DC 30 Diplomacy.* On failure, the PC's answer isn't enough to satisfy the Viking Shieldmaiden, and she tells the PC that they need to talk again later. On success, the PC expresses his belief about the people who become the heroes of tales, based on actual information about some of them.

The Viking Shieldmaiden seems satisfied, and if the PC convinces her that heroes really have human flaws, she seems deeply relieved. She admits to the PC that after her crisis, her relationships with him and the other PCs have been the things that have helped her most to move onward. She always tried to wear a tough exterior as a shield, but it wore away at her; she tells the PC that if she and he act as shields for each other, somehow it feels much less taxing than always being her own shield once did. She wonders, once the major threat from the current campaign or adventure path is over, what stories the skalds will tell of her and of the PC. Her curiosity piqued, she requests the PC give her a rendition.

*DC 30 Perform (oratory or sing).* On failure, she tells the PC there is still time yet to make their tale. On success, she smiles contentedly and sighs, feeling some of the tension that never left her since before she met the PCs relax away. She asks the PC what he plans to do after the adventure's end, and she tells him that she plans to go off on another adventure, perhaps to slay a linnorm in single combat. She wonders if he will come along with her, so they can continue their journeys together.

### VIKING SHIELDMAIDEN

Female human *unchained barbarian*<sup>PFU</sup> 3  
 CN Medium humanoid (human)  
**Init** +2; **Senses** Perception +7

#### DEFENSE

**AC** 20, touch 12, flat-footed 19 (+7 armor, +1 Dex, +2 shield)  
**hp** 31 (3d12+6)  
**Fort** +5, **Ref** +3, **Will** +2  
**Defensive Abilities** trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 40 ft.  
**Melee** mwk longsword +7 (1d8+3/19-20) or mwk longsword +5 (1d8+3/19-20) and heavy steel shield +4 (1d4+1)  
**Ranged** javelin +5 (1d6+3)  
**Special Attacks** rage (9 rounds/day), rage powers (superstition)

#### STATISTICS

**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10  
**Base Atk** +3; **CMB** +6; **CMD** 18  
**Feats** Improved Shield Bash, Power Attack, Two-Weapon Fighting  
**Traits** *shield bearer*<sup>HOC</sup>, *shield-trained*<sup>ISG</sup>  
**Skills** Handle Animal +4, Intimidate +6, Perception +7, Profession (sailor) +4, Survival +6  
 Languages Common, Skall  
**SQ** fast movement  
**Gear** +1 *breastplate*, heavy steel shield, javelins (4), masterwork longsword, 97 gp

#### SPECIAL ABILITIES

**Call of the Longships:** The Viking Shieldmaiden receives a +1 trait bonus on attack rolls made on a ship.



CHAPTER 8

Player  
Character  
Options



WHILE MOST OF *ULTIMATE KINGDOMS* IS DEDICATED to subsystems that extend far beyond the ordinary world of adventurers and their quests, building strongholds and carving out domains to rule, there are places where the preparing for rulership and conquest circles back to the character level. This chapter contains a variety of options for player characters to use in the course of their regular adventuring careers that allow them to affect entire battlefields or fortresses or to extend their reach to their subjects, allies, and enemies across the map. They also may be used to infuse the flavor of lordship into a typical 5E campaign if you're not using the full-fledged kingdom and warfare and intrigue rules from the earlier chapters in this book but still want to capture some of the key themes and elements to use in your ongoing game.

## SPELLS AND STRONGHOLDS

In a magical world, the use of magic to defend your stronghold is a necessity. A great many spells have obvious uses in creating fortifications, such as *rampart*, *wall of iron*, or *wall of stone*, or using spells like *make whole*, *fabricate*, or *stone shape* to make repairs to damaged buildings and fortifications. Other spells like *arcane lock*, *mage's private sanctum*, *dimensional lock*, *forbiddance*, and *guards and wards* can make existing fortresses far more secure. In addition to these core spells, the spells in this section help armies and adventurers alike attack and defend fortresses in the course of a campaign.

**Stronghold Spells:** As an optional rule, many of the spells designed to defend a stronghold below may be ruled to function *only* in an area that is a fixed point of defense called your stronghold. For the purpose of a stronghold spell, your stronghold must be a specific location or structure you designate, no larger than a cube 30 feet per level on a side. If this covers only part of a larger structure or location, you may use stronghold spells only within the designated area. You must spend at least seven days focusing on your stronghold, meditating upon its every detail, placing magical marks that resonate with your personal magic.

You may have only one stronghold at a time. If you create and designate a new one, the benefits of the old one fade immediately. Your death does not alter your stronghold, and stronghold spells persist after your death to the extent of their normal duration.

## SPELLS BY SCHOOL

**Abjuration:** *gate of the faithful, greater secure seal, secure seal, sky warning*

**Conjuration:** *elemental architecture, scalding cauldron, stout barracks, stronghold sanctuary*

**Divination:** *early warning, spellguard watchtower, stronghold status*

**Enchantment:** *stolen valor*

**Evocation:** *battering bolt, consecrated stronghold, desecrated stronghold, dusk fortress, fortress of light, spiritual pike wall*

**Illusion:** *haunted ruin*

**Necromancy:** *deathless defenders, invader's bane, necrotic architecture*

**Transmutation:** *animated artillery, castellan's call, entrenchment, hardened surface, natural architecture, tunneling*



# SPELL DESCRIPTIONS

## ANIMATED ARTILLERY

**School** transmutation; **Level** cleric 5, ranger 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, F (a braided rope)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one siege weapon

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This specialized version of *animate objects* targets a single siege weapon, allowing it to spring to life and perform attacks as if crewed by a number of invisible phantom artilleryists equal to one-half your caster level. If you are trained in Profession (siege engineer), you can create one additional phantom artilleryist for every 2 ranks you have in that skill. The phantom artilleryists are invisible and cannot attack or be attacked; their only function is to operate the siege weapon. Those unable to perceive invisible things see the siege weapon operating on its own. They load, aim, and shoot the siege engine just as a normal crew would, using your caster level as either the base attack bonus or ranks in Profession (siege engineer) to determine whether attacks with the siege weapon hit. You can command the *animated artillery* as a free action as long as you are within range, redirecting its attacks as you choose. If you are out of range, the *animated artillery* continues following your last command.

If actual living artilleryists are present, you can command the *animated artillery* to simply allow itself to be operated by those people (during which time the spell has no effect), or you can command the *animated artillery* to work against them. In this case, living artilleryists and phantom artilleryists cancel each other out for the purpose of operating the siege weapon. Whoever has a larger number of artilleryists has control of it and can load, aim, and shoot the siege engine, but only the number of artilleryists that exceed those of the opponent count towards those required to operate it.

## BATTERING BOLT

**School** evocation [force]; **Level** bloodrager 2, magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (a carved ram's horn)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You create a bolt of force resembling a battering ram that strikes a single target you choose, dealing 1d6 points of force damage, plus one point per caster level when used to attack an object. The *battering bolt* deals full damage to objects. In addition, the force of the *battering bolt* allows you to make a combat maneuver check to bull rush a creature struck, using your caster level plus your Intelligence or Charisma modifier in place of your CMB. This bull rush does not provoke an attack of opportunity. If you target a door, wall, or similar structure, you can instead make an Intelligence or Charisma check in place of a Strength check to attempt to burst the door, with a bonus equal to one-half your caster level (maximum +5).

## CASTELLAN'S CALL

**School** transmutation [sonic, stronghold];

**Level** bard 2, cleric 2, inquisitor 2, mesmerist 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 minute/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

You empower the target with tremendous vocal prowess, enabling its voice to be clearly heard everywhere in your stronghold. It does not penetrate areas of magical *silence* or allow deafened creatures to hear the target's voice, nor does it overcome language barriers.

If the target has a bardic performance ability that requires audible components and no limit on range or number of targets, such as *inspire courage*, all creatures within the stronghold can benefit from that performance. Bardic performance abilities that require audible components and have a limited range, such as *inspire competence*, *dirge of doom*, or *inspire greatness*, have their range increased by 5 feet per 2 caster levels (maximum of 30 feet at 12th level).

*Castellan's call* can be used to counter or dispel a *silence* spell, even if you are not within your stronghold.

## CONSECRATED STRONGHOLD

**School** evocation [good, stronghold]; **Level** cleric 6, paladin 4

**Casting Time** 10 minutes

**Components** V, S, M (four vials of holy water), DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** see text

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** no

This spell functions as *consecrate*, but it blesses your entire stronghold with positive energy. Creatures slain within your *consecrated stronghold* cannot be turned into undead for as long as the spell lasts, even if their bodies are removed from your stronghold. If you use *deathless defenders* to animate skeletal or zombie defenders within your *consecrated stronghold*, they gain the benefits of undead created within a *desecrate* spell.

A *consecrated stronghold* automatically dispels any *desecrate* spells within your stronghold, and no new *desecrate* spell can be cast there while the *consecrated stronghold* persists unless the *desecrate* spell's caster level exceeds yours, in which case the *desecrate* caster must attempt a caster level check (DC 15 + your caster level) or the spell fails. Even if successfully cast, the *desecrate* spell's duration is halved.

## DEATHLESS DEFENDERS

**School** necromancy [stronghold]; **Level** antipaladin 4, cleric 4, paladin 4, shaman 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one or more corpses

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

This spell functions as *animate dead* except as noted above, but the skeletons and zombies you raise can take no actions other than attacking creatures you designate. Your *deathless defenders* have the same alignment you do, and when you cast this spell the spell gains alignment subtypes to match your alignment. *Deathless defenders* do not count against the Hit Die limit for animated undead you create.

*Deathless defenders* gain a +4 bonus to their CMD against combat maneuvers to bull rush, drag, overrun, reposition, or trip them. Any skeletons or zombies that leave the area of your stronghold begin crumbling to dust, taking 2d6 points of damage per round until they return to the stronghold or are destroyed. A corpse that has been animated with *deathless defenders* and then destroyed cannot be reanimated by this spell or by *animate dead*.



### DESECRATED STRONGHOLD

**School** evocation [evil, stronghold]; **Level** antipaladin 4, cleric 6  
**Casting Time** 10 minutes  
**Components** V, S, M (four vials of unholy water), DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** see text  
**Duration** 1 day/level  
**Saving Throw** none; **Spell Resistance** no

This spell functions as *deseccrate*, but it blesses your entire stronghold with negative energy. A *deseccrated stronghold* automatically dispels any *consecrate* spells within your stronghold, and no new *consecrate* spell can be cast there while the *deseccrated stronghold* persists unless the *consecrate* spell's caster level exceeds yours, in which case the *consecrate* caster must attempt a caster level check (DC 15 + your caster level) or the spell fails. Even if successfully cast, the *consecrate* spell's duration is halved.

### DUSK FORTRESS

**School** evocation [darkness, stronghold]; **Level** antipaladin 4, cleric 4, witch 4  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** see text  
**Duration** 10 minutes/level (D)  
**Saving Throw** none; **Spell Resistance** no

You cause all walls, towers, doors, and other surfaces within your stronghold to draw light into them, creating shadowy darkness and reducing illumination by one step within 60 feet. Bright light becomes normal light, normal light becomes dim light, and dim light becomes darkness. This does not stack with other forms of magical darkness and does not suppress or dispel magical light effects within the area. It can be used to counter a magical light spell of 4th level or lower if cast within your stronghold.

### EARLY WARNING

**School** divination [stronghold]; **Level** inquisitor 3, magus 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, F (a silver hourglass filled with diamond dust worth 500 gp)  
**Range** personal  
**Target** you  
**Duration** 1 hour/level

You gain a precognitive sense that presages the appearance of creatures teleporting into your stronghold, as long as they appear within 5 feet per level of your location. This distance is measured directly from you and does not require line of sight or line of effect, and it reveals to you the size, number, and location of creature arriving by teleportation effects, even if their arrival in your stronghold is unintentional (such as an errant *teleport* or *plane shift*). When your *early warning* is triggered, you cannot be surprised by the teleporting creatures and are not flat-footed against them before you act in combat (though you can be rendered flat-footed by other effects or abilities). Your premonition enables you to take 1 round of actions before they arrive. If allies are present, you can quickly inform them of what is coming in general terms, granting them a +4 bonus on initiative checks when the teleporting creatures arrive, but they do not gain the other benefits of the *early warning*.

### ELEMENTAL ARCHITECTURE

**School** conjuration (creation) [see text, stronghold]; **Level** cleric 5, druid 5, sorcerer/wizard 5  
**Casting Time** 1 hour  
**Components** V, S, M (100 gp of crushed corundum gems per 5-foot-square section)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** one 5-foot-square section per 3 levels  
**Duration** permanent  
**Saving Throw** none; **Spell Resistance** no

This spell allows you to draw forth the elemental essence of the planes, shaping and forming it into a permanent structure like a section of wall or floor. You can create one 5-foot-square section for 3 caster levels, with characteristics as described in **Part 4: Exotic Strongholds**. You cannot create *elemental architecture* in an area occupied by creatures or objects, though minor obstructions like rubble and undergrowth do not interfere with its creation. Creating simple structures like straight walls, pillars, straight ramps, and floors requires a successful DC 10 Knowledge (engineering) check, while more detailed structures like stairs, bridges, curved walls, arches, roofs, and simple idols require a DC 15 check. Moving structures like doors and drawbridges require a DC 20 check, as do statues or similar very detailed static objects.

*Elemental architecture* can be dispelled, but it is more difficult to do so than for a typical spell. A successful caster level check suppresses the binding

magic holding together a single 5-foot square of an elemental wall or floor, causing it to collapse for a number of rounds equal to the caster level of the *dispel magic* spell. For every 2 points by which the caster exceeds the DC, one more 5-foot square of the elemental structure can be suppressed. All squares affected by a single casting of *dispel magic* must be contiguous, and all must be within the area of effect of the *dispel magic* spell. The structure reforms 1d4 rounds later, and its reforming is slow enough that any creature able to move can get out of the way before it finishes reforming.

If the caster level check to dispel the *elemental architecture* exceeds the DC by 5 or more, the caster of *dispel magic* can instead choose to permanently destroy a 5-foot-square section of the structure, plus one more 5-foot-square for every 5 points by which she beats the DC.

*Greater dispel magic* is more effective at attacking *elemental architecture*, allowing the caster to add twice her caster level on the caster level check to determine how much of the elemental structure she can suppress or destroy.

*Mage's disjunction* destroys all elemental structures within its area, and an *antimagic field* suppresses all elemental structures for as long as their areas overlap.

In addition to the above general methods, many structures have additional methods for destroying, eliminating, or otherwise countering them, as described for each specific type of structure.

### ENTRENCHMENT

**School** transmutation [earth]; **Level** druid 4, ranger 4, sorcerer/wizard 4

**Casting Time** 1 round

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Area** see text

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** no

This spell functions much like *expeditious excavation*<sup>APG</sup>, but it excavates a trench 5 feet long for every 2 caster levels. The trench is 5 feet wide and 5 feet deep. Creatures in the area where the trench appears are affected as *expeditious excavation*.

The dirt excavated by the spell is hurled up to form a 5-foot-high earthen berm along one side of the trench. This berm is of loosely packed soil, with

hardness 0 and 90 hit points per 5-foot section. Creatures in the area where the berm appears are partially buried and gain the entangled condition unless they succeed on a Reflex save (a prone creature takes a -2 penalty on this saving throw). A successful save allows them to move into an adjacent square and avoid being entangled; this movement does not provoke attacks of opportunity. A creature partially buried can free themselves with a successful DC 15 Strength check or Escape Artist check or can dig themselves out by dealing 15 points of damage to the berm.

### FORTRESS OF LIGHT

**School** evocation [light, stronghold]; **Level** cleric 4, druid 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** see text

**Duration** 10 minutes/level (D)

**Saving Throw** none; **Spell Resistance** no

You cause all walls, towers, doors, and other surfaces within your stronghold to glow brightly, creating bright light within 40 feet, normal light within 80 feet, and dim light within 120 feet. This does not stack with other forms of magical light and does not suppress or dispel magical darkness effects within the area. It can be used to counter a magical darkness spell of 4th level or lower if cast within your stronghold.

### GATE OF THE FAITHFUL

**School** abjuration [stronghold]; **Level** antipaladin 3, cleric 3, inquisitor 3, paladin 3

**Casting Time** 1 minute

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one door, chest, portal or opening, up to 30 sq. ft./level in size

**Duration** 1 hour/level (D)

**Saving Throw** Fortitude negates;

**Spell Resistance** yes

You infuse a door, gate, portal, or opening such as an archway or colonnade in your stronghold with a magical field that repels creatures that do not worship your deity. Creatures that share your patron or wear its holy symbol can move through the *gate of the faithful* without impediment, but other creatures attempting to enter the gate are pushed back 5 feet and stunned for 1 round (Fortitude negates). Creatures failing their saves thereafter are staggered for 1 round (Fortitude negates) if they move or begin their turn within

10 feet of the *gate of the faithful*. Once a creature successfully saves against this spell, they can freely move through the gate.

*Gate of the faithful* gains the alignment subtypes of your deity. For example, if your deity is lawful evil, it gains the evil and lawful subtypes.

### HARDENED SURFACE

**School** transmutation [earth, stronghold]; **Level** cleric 4, sorcerer/wizard 4

**Casting Time** 1 minute

**Components** V, S

**Range** touch

**Area** one 5-foot-square area per 2 levels, 1 foot thick

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

You cause the surface of a permanent structure within your stronghold, such as a wall, door, or statue, to become harder and more durable, increasing its hardness by 1 per 2 caster levels and adding 2 hit points per caster level to each 5-foot square you affect. The *hardened surface* extends 1 foot deep into the structure. If you wish to harden the entire thickness of an object that is thicker than 1 foot, you can cast *hardened surface* repeatedly in the same area, with each casting increasing its depth by 1 foot. While this spell increases the surface's resistance to physical damage, it does not alter the fundamental characteristics of the material that makes up the structure. A wall of paper or

straw still can be set aflame, a structure of snow or ice can melt, and so on.

This spell also can be used to harden structures made of snow and ice. When cast in this way, this spell gains the cold and water subtypes.

If you establish a new stronghold, any *hardened surface* spells you cast in your former stronghold begin to fade, ending after one day per caster level passes.

### HAUNTED RUIN

**School** illusion (glamer) [fear, stronghold]; **Level** antipaladin 4, bard 4, cleric 4, occultist 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** see text

**Duration** 10 minutes/level (D)

**Saving Throw** Will disbelief and Will negates (see text); **Spell Resistance** no

You shroud your stronghold in a macabre illusion, causing it to appear as a grisly abattoir, a place of despair and massacre. This functions like *mirage arcana*, but the effect is always gruesome and unsettling, with a look of disuse and abandonment. Illusory bloodstains are everywhere, as are hacked remains, broken weapons, scorch marks, and eerie noises like scratching scavengers, moving shadows, and distant, bloodcurdling wails and moans.



The distraction caused by the *haunted ruin* causes enemies to take a -5 penalty on Perception and Survival checks unless they successfully disbelieve the illusion. In addition, creatures spending more than 1 minute within the *haunted ruin* must succeed on a Will save once per minute or become shaken as long they remain within it and for 1d4 rounds thereafter. Creatures failing their save take an additional -2 penalty on saving throws against fear effects as long as they remain shaken or otherwise afraid.

### INVADER'S BANE

**School** necromancy [curse, stronghold]; **Level** antipaladin 3, cleric 3, inquisitor 3, medium 3, paladin 3, ranger 3  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level)  
**Area** see text  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

You name a single specific kind of creature and rebuke them for daring to invade your stronghold. You must designate the invaders specifically, not just as a creature type or subtype; hence, you could designate red dragons but not all dragons, or frost giants but not all humanoids of the giant subtype. You also could designate members of a specific religious or political group as your invaders. There must be at least five creatures of the designated type within your stronghold when you cast the spell or the spell fails.

Allies within your stronghold gain a luck bonus on damage rolls equal to one-third your caster level against your chosen invaders. They also apply this bonus on attack rolls made to confirm a critical hit and on Intimidate checks made to demoralize the invaders.

If your designated invaders are one of your favored enemies, the bonus this spell provides increases by 1.

### NATURAL ARCHITECTURE

**School** transmutation [stronghold]; **Level** druid 5, witch 5  
**Components** V, S, M (100 gp of rare herbs and essential oils per 5-foot-square section)

This spell functions as *elemental architecture* but is used to create structures of crystal, ice, insects, plants, or webs. If you create a solid structure with this spell, that structure is 1 inch thick per two caster levels.

### NECROTIC ARCHITECTURE

**School** necromancy [stronghold]; **Level** cleric 5, sorcerer/wizard 5, witch 5  
**Components** V, S, M (100 gp of crushed black onyx per 5-foot-square section)

This spell functions as *elemental architecture* but is used to create structures of bone, flesh, or spirit.

### SCALDING CAULDRON

**School** conjuration (creation) [stronghold]; **Level** alchemist 3, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** 10-ft.-radius cylinder, up to 40 ft. high  
**Duration** 1 round; see text  
**Saving Throw** Reflex half or Reflex negates (see text); **Spell Resistance** no

You create huge cauldron atop a structure within your stronghold, which tips over and spills its burning-hot contents (such as oil, scalding water, ashes, sand, etc.) upon those below. The flow from the *scalding cauldron* must be adjacent to a wall, and all creatures failing their saves take 4d6 points of fire damage (Reflex half). In addition, the burning effluent from the *scalding cauldron* sticks to creatures failing their Reflex saves for one round per three caster levels, dealing an additional 2d6 points of damage each round on your turn.

The scalding material created by the cauldron is not flammable, but it does make the floor at the bottom of the cylinder, as well as all walls adjacent to the cylinder and any rope, ladder, or similar item in the area, as slippery as a *grease* spell for a number of rounds equal to one-third your caster level.

### SECURE SEAL

**School** abjuration [stronghold]; **Level** sorcerer/wizard 4  
**Casting Time** 1 minute  
**Components** V, S, M (gold dust worth 100 gp)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one door, chest, or portal, up to 30 sq. ft./level in size  
**Duration** permanent  
**Saving Throw** see text; **Spell Resistance** see text

This spell affects a portal or opening within your stronghold as *arcane lock*, but it additionally creates a magical trap on it. If the *secure seal* is forced open by any means, it explodes in a 20-foot radius burst, dealing 1d4 points of force damage per caster level (maximum 10d4). This burst does not harm the walls, floor, windows, or any other permanent furnishings or features of your stronghold.

Spel resistance applies against this damage, and a Reflex save is allowed for half damage. The *secure seal* can be detected as a magical trap with a DC 29 Perception check, and a successful DC 29 Disable Device check suppresses its explosive burst feature for 10 minutes. After a *secure seal* explodes, the spell ends. You can freely pass through your own *secure seal* without triggering its explosion.

You can cast this spell outside your stronghold, but its duration is reduced to 1 day per caster level.

### SECURE SEAL, GREATER

**School** abjuration [stronghold]; **Level** sorcerer/wizard 7

**Casting Time** 10 minutes

**Components** V, S, M (gold dust worth 500 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one door, chest, portal or opening, up to 30 sq. ft./level in size

**Duration** permanent

**Saving Throw** see text; **Spell Resistance** see text

This spell functions as *secure seal*, but it can be cast even on an opening without a door or similar

barrier, such as an archway, alleyway, corridor, or similar opening, preventing creatures from passing through the sealed location. If cast upon an actual door, gate, chest, or similar object, it increases the object's hardness by 10, its break DC by 5, and increases its hit points by 5 per caster level. The warded object is always entitled to make saving throws as if it were a magic item, using your caster level to determine its base saving throw bonuses, and it gains a further +4 resistance bonus on all saving throws. A *greater secure seal* cannot be breached by a *knock* spell. It can be removed with *dispel magic*, but the caster level check to dispel it is increased to 15 plus your caster level.

Like a *secure seal*, if the portal or opening guarded by this spell is destroyed or forced open, it explodes in a 20-foot-radius burst, dealing 1d6 points of force damage per caster level (maximum 20d6). A *greater secure seal* can be detected as a magical trap with a DC 32 Perception check, and a successful DC 32 Disable Device check suppresses its explosive ability for 10 minutes. Unlike a *secure seal*, this explosion does not end the spell, though it cannot explode again until 24 hours have passed.

### SKY WARNING

**School** abjuration; **Level** inquisitor 2, psychic 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (a metal bell or gong)

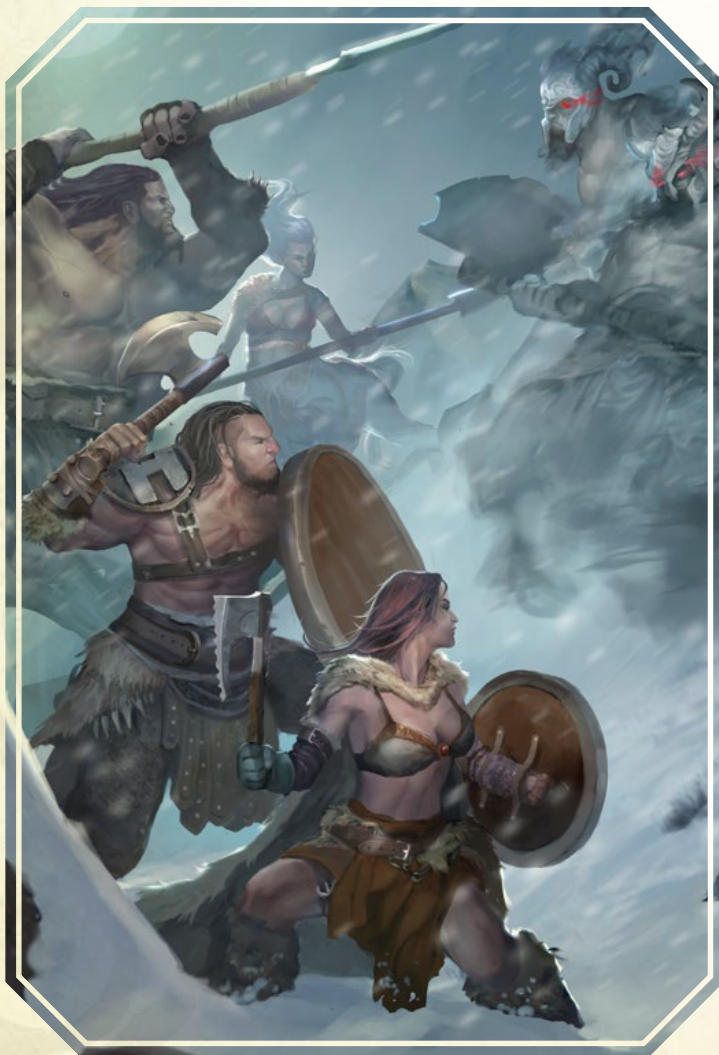
**Range** medium (100 ft. + 10 ft./level)

**Area** 20 ft./level square area

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell functions like an *alarm* spell, but its area extends 50 feet per caster level into the air, and it is triggered only by flying creatures, including creatures using *air walk*, *wind walk*, *levitate*, *feather fall*, and any other magical effect that allows travel through the air. You may set your *sky warning* to trigger only by the entry of flying creatures of a certain size, and you may also choose to exclude flying creatures with Intelligence 2 or lower from triggering its alarm. If you choose the latter option, the alarm is still triggered if a more intelligent creature is mounted on a flying mount with Intelligence of 2 or lower.





## SPELLGUARD WATCHTOWER

**School** divination [stronghold]; **Level** cleric 3, inquisitor 3, psychic 3, sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** 10 minutes/level (D)

Within your stronghold, you can perceive the flow of magical forces more easily and can counter their manipulation. You can a bonus equal to your caster level on Spellcraft checks to identify spells. In addition, you can sense the use of any spell or spell-like ability (including spells created by magic items) being used within your stronghold if the caster or the spell effect is within 10 feet times your caster level of you, even if you have no line of sight or line of effect to the creature using the ability. You can attempt to identify the spell being cast, though in this case the DC is increased by 10.

If you have identified a spell being cast within your stronghold and you have line of effect to the creature casting it (even if you do not have line of sight), you can attempt to counter that spell as an immediate action. This otherwise follows the normal rules for counterspelling. If you successfully counter the spell, your *spellguard watchtower* ends.

## SPIRITUAL PIKE WALL

**School** evocation (force); **Level** cleric 5  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** two spiritual soldiers  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** yes

You create a pair of force constructs, each similar to a *spiritual ally*<sup>APG</sup>, though unlike a typical *spiritual ally* your *spiritual pike wall* has a land speed of 20 feet (if you spend a swift action to command it to move) rather than a fly speed of 30 feet. The *spiritual pike wall* must be created in two contiguous squares; it cannot appear in diagonal squares. Each construct bears a shield of force and carries a long pike that grants it reach. While it takes the form of a pair of spectral soldiers, your *spiritual pike wall* is treated as a single effect for the purpose of being dispelled or otherwise destroyed. It makes one set of attacks (making iterative attacks as your base attack bonus

allows) as if using a reach weapon; it does not threaten adjacent squares. It uses your CMD, with a bonus equal to your Wisdom modifier, to set the DC for creatures attempting to use Acrobatics to avoid its attacks of opportunity.

In addition to its ability to attack, a *spiritual pike wall* uses its shields for defense. It grants a +2 cover bonus to AC against any attack made by your enemies that passes through its space. This does not affect attacks made by you or your allies.

As an immediate action, you can direct your *spiritual pike wall* to adopt a defensive stance until the end of your next turn, during which they cannot attack but increases the cover bonus it provides to AC to +4. Alternatively, if a charging creature enters the *spiritual pike wall's* threatened area, as an immediate action you can command it to attack that creature. If the attack hits, it deals double damage and the *spiritual pike wall* can attempt a combat maneuver check using your caster level plus your Wisdom modifier in place of its CMD. If the check succeeds, the charging creature's movement is stopped as if the *spiritual pike wall* had the Stand Still feat.

## STOLEN VALOR

**School** enchantment (compulsion) [mind-affecting];  
**Level** antipaladin 2, bard 3, inquisitor 3, mesmerist 3, witch 3  
**Casting Time** 1 standard action  
**Components** V  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature  
**Duration** 1 minute/level  
**Saving Throw** Will negates; **Spell Resistance** yes

You denounce your enemy as callow and feckless, unworthy of loyalty and shorn of hope. The target cannot benefit from morale bonuses and cannot grant morale bonuses to others, and also takes a penalty equal to your caster level on Diplomacy checks made to improve the reactions of others. In addition, any creatures that would be affected by a charm, compulsion, or fear effect created by the target gain a +2 circumstance bonus on their saving throws against such effects, and must attempt saving throws to resist such effects even if they are harmless. If your caster level is 10th or higher, this bonus increases to +4.

## STOUT BARRACKS

**School** conjuration (creation); **Level** cleric 5, paladin 4, sorcerer/wizard 5  
**Casting Time** 1 round  
**Components** V, S, M (a small box of wood, stone, or metal and a bit of dried meat)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** four 20-ft. square structures (S)  
**Duration** 2 hours/level (D)  
**Saving Throw** none; **Spell Resistance** no

You create several simple but stout buildings, each similar in construction to a *secure shelter*. They must be created as a single contiguous building, though they can be shaped as the caster wishes. The *stout barracks* contains 40 bunks, two long tables with 10 stools each, and two fireplaces already lit when the spell is cast and with enough fuel to keep the *stout barracks* warm, as well as enough food to provide for up to 40 Medium-sized creatures for one day. The doors and windows are solid and secure and can be barred from the inside.

Unlike a *secure shelter*, the *stout barracks* does not have an *alarm* and *arcane lock* on the doors or an *unseen servant* to assist with small tasks. A *stout barracks* cannot be created in a space already occupied by other objects or creatures, though it can be created in an area of light rubble, light undergrowth, a gentle slope, or similar slightly cluttered or uneven terrain.

## STRONGHOLD SANCTUARY

**School** conjuration (teleportation) [stronghold];  
**Level** cleric 9, druid 9, sorcerer/wizard 9  
**Casting Time** 10 minutes  
**Components** V, S, F (a summoning circle inscribed with rare herbs and the blood of fiends – 500 gp)  
**Range** personal  
**Target** you  
**Duration** 1 day/level or until discharged

This spell functions like a combination of *contingency* and *word of recall*, whisking you and all you carry back to your stronghold whenever a triggering condition is met. Unlike *contingency*, you may set up to 6 different triggers for the spell's activation. When any of them occur, you are immediately teleported back to your stronghold, appearing within the summoning circle you used as the focus object; this destroys the circle. This teleportation has no chance of error, even if you are on another plane, though you are still subject to effects such as *dimensional anchor* that block teleportation. When your *stronghold sanctuary* activates, it brings you and what you are wearing

or carrying, plus a single object of up to 10 pounds per level. If your familiar or animal companion is adjacent to you when the spell triggers, they also may accompany you, but otherwise no creatures can be brought along by the spell.

While your *stronghold sanctuary* has not been triggered, the focus object emanates a 10-foot-radius *dimensional lock* centered on itself. Once the *stronghold sanctuary* is triggered, the *dimensional lock* also ends.

## STRONGHOLD STATUS

**School** divination [stronghold]; **Level** cleric 5, inquisitor 4, paladin 4, psychic 5  
**Casting Time** 1 minute  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** all allies within your stronghold  
**Duration** 1 hour/level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell is identical to *status* but allows you to monitor the status of every ally within your stronghold. If an ally leaves your stronghold, including becoming ethereal or entering an extradimensional space, you cannot perceive them with *stronghold status* until they return. You also cannot detect allies using *nondetection*, *mind blank*, or similar magic to screen them from divinations.

## TUNNELLING

**School** transmutation [earth]; **Level** druid 5  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** A 5-ft.-by-5-ft. opening, 1 ft./level deep  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes

This spell functions like *passwall*, creating an opening through earth, brick, wood, plaster, or stone barriers, but its effect is instantaneous. *Tunneling* also can dig through barriers made of ice or snow, but it cannot penetrate metal. If the barrier is thicker than the spell's area, it creates a partial tunnel. Repeated castings of the spell can continue to dig out a larger tunnel.



# REQUIREMENTS

To qualify to become a castellan, a character must fulfill all the following criteria.

**Ability Scores:** Intelligence 13+, Charisma 13+.

**Skills:** Diplomacy 5 ranks, Knowledge (engineering) 5 ranks, Knowledge (local) 5 ranks, Knowledge (nobility) 5 ranks, Profession (siege engineer) 5 ranks

**Special:** An aspiring castellan must spend at least two months carefully studying and cataloging the contents of every room and chamber within his stronghold, including traps, secret doors, and even the inhabitants of the stronghold.

**TABLE 8-1: CASTELLAN CLASS FEATURES**      **HIT DIE: D8**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+1	Inspiration, stronghold mastery
2nd	+1	+1	+1	+1	Inspired save, master and commander +1
3rd	+2	+1	+1	+2	Constant monitoring, devoted defender
4th	+3	+1	+1	+2	Animate objects, master and commander +2
5th	+3	+2	+2	+3	Leadership, stronghold shift

**Skills (4 + Int bonus per level):** Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis)

# THE CASTELLAN PRESTIGE CLASS

A castellan is the true master of a castle. While a high and mighty lord or lady may think themselves ruler, a castellan knows they are but a figurehead when it comes to the day-to-day operation of the stronghold and all that it requires. The specialized knowledge and practical experience necessary to maintain the many things that go into the castle's upkeep is beyond what most noble dilettantes know or care to know, so the castellan sees to every detail, learning the necessary skills of mundane management as well as applying a bit of magic to make it all come together. The castle is your sanctuary, and those who intrude upon it without your permission must prepare to face your wrath. In truth, you study every detail of your stronghold so closely that you may be nervous and uneasy outside it where events are outside your control and leave you vulnerable and ready to return to familiar surroundings at your earliest opportunity.

# CLASS FEATURES

The following are class features of the castellan prestige class.

**Weapon and Armor Proficiency:** Castellans gain no armor or weapon proficiencies.

## INSPIRATION(Ex)

A castellan's expertise with skills grants them the inspiration ability of an investigator whose level is equal to their castellan level. If they also have levels as an investigator, those levels stack for all purposes related to their inspiration class feature.

## STRONGHOLD MASTERY (Ex)

At 1st level, a castellan's familiarity with their stronghold is so complete that they know its entire layout from memory. While inside their stronghold, a castellan can move at normal speed even when unable to see, when in crowds, or in areas of difficult terrain that are relatively stable and persistent (such as an area of rubble from a fallen wall, but not including newly created obstacles or barriers). A castellan can open or close a door (including secret doors) as a free action and can bypass traps without triggering them, and as a swift action when passing a trap can trigger it to go off 1 round after they move past it. If a castellan passes within 10 feet of anything that has been changed or disturbed, even a chair or book out of place or an area of dust that has been disturbed, they gain an automatic Perception check to notice it. They add a +5 bonus plus their castellan level on such Perception checks and on Survival checks to track creatures within their stronghold.

## INSPIRED SAVE (Ex)

At 2nd level, when a castellan has to make a saving throw within their stronghold, they can expend one use of their inspiration as a free action to add a bonus of +1d6 on that saving throw. They can add this bonus after they have rolled their saving throw but must decide whether to use their inspired save before they learn the result of their saving throw.

## MASTER AND COMMANDER (Ex)

At 2nd level, your underlings are trained to your exacting standards when it comes to defending your stronghold. You and all allies at least 2 levels lower than you gain a +1 morale bonus on attack and damage rolls and a +1 dodge bonus to AC as long as they are within your stronghold. This bonus also applies on skill checks related to operating siege weapons.

At 4th level, this bonus increases to +2 and any allies gaining this bonus who are within 30 feet and can see and hear you also gain the ability to ignore difficult terrain and to open and close doors as a free action.

In addition to this constant bonus, you can expend one use of your inspiration as a standard action to inspire courage or inspire competence as a bard whose level equals your castellan level. The performance lasts a number of rounds equal to your Charisma bonus.

If you also have bard levels, your castellan levels stack with your bard levels for the purpose of those performances, and you can exchange one use of inspiration for 2 rounds of bardic performance for those performances only.

## CONSTANT MONITORING (Sp)

At 3rd level, a castellan can expend one use of inspiration to use *alarm*, *arcane eye*, *castellan's call*\*, *clairaudience/clairvoyance*, *early warning*\*, *enter image*<sup>APG</sup>, *invader's bane*\*, *make whole*, *sky warning*\*, or *spellguard watchtower*\* as a spell-like ability, using twice your castellan level as your caster level. If you already know these as spells from a spellcasting class in which you have levels, you can instead use your caster level in that class plus your castellan level as your caster level. These spell abilities function only within your stronghold.

Spells marked with an asterisk (\*) are described in the **Spells and Strongholds** section above.

## DEVOTED DEFENDER (Ex)

At 3rd level, your will to protect the stronghold you steward is unconquerable. When in your stronghold you gain a +2 circumstance bonus on all opposed skill checks. You also gain immunity to fear and a +2 morale bonus on all saving throws (increased to +4 against mind-affecting effects) and you can take one additional attack of opportunity per round. If you are a spellcaster, you can expend one use of your inspiration as an immediate action to perform a counterspell.

## ANIMATE OBJECTS (Sp)

At 4th level, a castellan can literally cause their stronghold to come to life in its own defense, expending three uses of their inspiration to cast *animate objects*, with a caster level equal to their total character level. The castellan can have only one set of animated objects active at a time; if they use this ability again, any previously animated objects fall inert. When you have animated an object with this ability, you can spend an additional use of your inspiration to use *rapid repair*<sup>UM</sup> or *unbreakable construct*<sup>UM</sup> as a spell-like ability to fortify your construct. Objects you animate with this ability cannot move outside your stronghold; if forced to do so, they fall inert.

## LEADERSHIP

At 5th level, a castellan gains Leadership as a bonus feat. If they already have this feat, they gain a +5 bonus to their leadership score.

## STRONGHOLD SHIFT (Su):

At 5th level, a castellan can expend two uses of inspiration to teleport to any location within their stronghold. There is no chance of error with this ability. The castellan can bring a familiar along when teleporting with this ability but cannot take other creatures or more than 50 pounds of objects with them.

# THE GENERAL (CHARACTER CLASS)



That is where the **general** (and the **hordelord** alternate class) steps in. The general is a unique class in that where others have explored the rules space around the ever-popular leader of soldiers concept, the general does exactly what the concept is about: you gain a troop of armed men and women under your command, and they live and die by your strategy, bravery, and decisions.

The concept of this class is rooted in the idea of the swarm, the mob, the troop; whatever you want to call it, a band of lesser creatures working together to become more than the sum of their parts. This principle for using a company of soldiers as opponents suggested a similar path for using soldiers as part of the player characters' arsenal. That is to say, if the main problem facing the leader-of-soldiers archetype was the headache-inducing number of warriors to keep track of, why not abstract them away? Why not give them all the trappings of numerous warriors, the drilled tactics, the intricate maneuverability that is so essential to the archetype, but make it so that it fits the confines and assumptions of the *Pathfinder Roleplaying Game*?

The general is therefore a class built around working with a troop of soldiers called a **squad**, in a way very similar to druids or rangers and their animal companions. Like those companions, the general's squad does not precisely follow the standard rules and statistics for a troop of creatures of its kind. Instead, its capabilities are built to scale with the class level of the player character. Unlike an animal companion, however, a troop represents an abstracted mass of functionally interchangeable soldiers rather than a single pet. Rather than equipping each individual soldier, their gear is assumed to exist as part of the skills and resources of their leader and the tactics that she teaches her troops. Their wounds, and to a lesser extent the number of soldiers in the troop, are abstractions. Admittedly, this is a somewhat gamist approach to class design, but it is a class that straddles the border between the mild abstraction of standard *Pathfinder Roleplaying Game* gameplay and the highly abstract nature of the mass combat rules in this book. As such, it requires a certain suspension of disbelief, but no more so than the magic and mystery already inherent in the game.

## TROOPS IN A CAMPAIGN

The general is a unique class with a number of people under her control. This puts the class at odds with a few of the assumptions of *Pathfinder Roleplaying Game*, and this requires some special rules and guidelines. In the interest of making the class fun to play, it requires a certain level of suspension of disbelief in how the troop interacts with the world. The game would slow to a crawl if the player of the general had to micromanage every single soldier and extraordinary soldier under her command.

Over the course of multiple generations of roleplaying games, many attempts have been made to create a class or mechanics that really captures the flavor of an officer in an army, leading his troops. Of the intelligent and charismatic leader, deftly guiding her charges into perilous combat, and returning unscathed thanks to genius planning. Many of these classes worked on granting new abilities to those around them, such as the cavalier. Some would focus on increasing the bonuses granted in certain tactical situations. Still others would focus on the intelligent fighter, the wily fighter whose keen mind and situational awareness was as important as her razor-sharp blade. For many of these classes and rules systems, the rest of the party was a proxy for the commander's troop. Rather than having a number of warriors under his command, he would instead have a rogue, a wizard, a cleric, and a bard, or any other combination. While the rules were often couched in terms of commands, at the end of the day, they were really just suggestions.

The general works best when you view her squad as a single creature, rather than as a group of individuals. It's generally best to try to prevent the squad from needing to "disband," or not work as a group, or to be able to be broken down into single soldiers each doing different things. The squad has its own skill bonuses, which represent its ability to work together to notice threats or handle obstacles. For example, when the party is camping for the night, rather than keeping track of exactly which members of the squad are awake and asleep, rolling individual Perception checks, and applying penalties to the sleeping squads, the squad rolls a single Perception check to represent the soldiers who are alert.

Eventually, a case will come up with the squad must be split up. Even so, the individual members of the squad become noncombatants at all times when split from the rest of the squad easily slain by any enemy that sets its mind to attack them. Most of the rules presented in the squad ability are for combat, and the GM and players are expected to have the squads act in a normal fashion when outside of combat: the members of the squad do not need to move contiguously at all times when going through a bar. For ambushes, this may mean that the squad needs a short time to assemble into a unit, but this generally shouldn't take longer than a round.

The general need not and, for the sake of simplicity and abstraction, cannot—purchase gear or supplies for her squad. Outfitting the entire squad with gear and providing all of the supplies that the squads requires using standard rules for gear would be time consuming and require the general's player to juggle gear for dozens of indistinct characters. In addition, unusual purchases (such as riding tigers for every member of the squad) would disrupt the balance of the squad. Many of the extraordinary tactics and class abilities are done in such a way to lessen the need for gear. While exceptions to the rule of not buying gear can be made at the GM's discretion, any gear bought should generally only be for out of combat purposes. This class relies upon abstractions more than most others, so the GM and player should determine a plausible explanation for the constant supplies that the squad receives.

Another topic to consider is how to handle squad death. Classes such as the ranger can easily regain a companion, and even if the companion is killed the PC generally have many other class abilities to fall back on if their companion is killed. The general has a few abilities she can use, but for the most part it she is reliant on her squad in one way or another. For this reason, it is generally better to assess most damage the squad takes to be of the form of injuries, rather than deaths or desertions, especially when the general will be far away from civilization for long periods of time. This isn't to say that the squad should be invincible, but the logistical issues inherent with such a class are worthwhile to keep in mind.

# CLASS DESCRIPTION: THE GENERAL

**Role:** A general bolsters allies and leads by example, but her signature ability is to inspire and train a squad of lesser warriors to assist her allies in battle.

**Alignment:** any

**Hit Die:** d8

**Starting Wealth:** 5d6 x 10 gp (average 175 gp)

**Class Skills:** The general's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

**Skill ranks per level:** 4 + Int modifier



**TABLE 8-2: GENERAL CLASS FEATURES**

LVL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Attack command, battlefield acumen, command skill, expert general, motivational speech
2nd	+1	+3	+0	+3	Extraordinary tactic, genius stratagem
3rd	+2	+3	+1	+3	Banner, swarm command
4th	+3	+4	+1	+4	Contacts (indifferent), extraordinary tactic
5th	+3	+4	+1	+4	Famed general, genius stratagem
6th	+4	+5	+2	+5	Extraordinary tactic, support command +1
7th	+5	+5	+2	+5	Harrying commander
8th	+6	+6	+2	+6	Convincing greatness, extraordinary tactic, genius stratagem
9th	+6	+6	+3	+6	Lead the charge
10th	+7	+7	+3	+7	Contacts (friendly), extraordinary tactic
11th	+8	+7	+3	+7	Great leader, genius stratagem, support command +2
12th	+9	+8	+4	+8	Extraordinary tactic, greater banner
13th	+9	+8	+4	+8	Vanguard
14th	+10	+9	+4	+9	Extraordinary tactic, genius stratagem
15th	+11	+9	+5	+9	Destined greatness
16th	+12	+10	+5	+10	Contacts (helpful), extraordinary tactic, support command +3
17th	+12	+10	+5	+10	Fight to the death, genius stratagem
18th	+13	+11	+6	+11	Extraordinary tactic
19th	+14	+11	+6	+11	Destined greatness
20th	+15	+12	+6	+12	Extraordinary tactic, greatness realized, genius stratagem, support command +4

## CLASS FEATURES

The following are class features of the general.

### WEAPON AND ARMOR PROFICIENCY:

Generals are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

## COMMAND SKILL

The general uses Profession (soldier) to acquire contacts and rally soldiers to her cause. She gains a +1 competence bonus to this skill at 1st, and every 4 levels thereafter (5th, 9th, 13th, and 17th).

## SQUAD

At 1st level, the general gains a squad of people to lead. This squad is comprised of a number of people who all are outfitted with basic armor and weapons of war. As the general gains experience in commanding her forces, and her renown grows, her squad increases in power and in size. The squad does not blindly follow suicidal orders, and its members act as NPCs appropriate to the general's overall theme.

During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up, similar to an animal companion. These can be found in [Table 8-4](#).

The squad is something of an abstraction, in that the component creatures that make up the squad are mostly irrelevant; only the squad as a whole matters for the purposes of combat. Squads are generally assumed to be composed of similar members of the same race, and a general typically leads members of her own race. Even if there are a few members of other races, the squad is considered a member of the general's race and gains the same racial abilities as the general does. If it fits the general's backstory, with the permission of the GM, the general can choose another race instead.

The squad is not subject to flanking or the massive damage optional rule, but it is subject to critical hits and sneak attacks. Reducing the squad to 0 hit points or fewer causes it to break up, effectively destroying the squad, though the damage taken until that point does not degrade its ability to attack or resist attack.

The squad has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The squad makes saving throws as a single creature. The squad initially occupies 3 squares, though the actual size category of the squad is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the squad must remain in contiguous squares at all times, even during movement, to accurately reflect the teamwork of trained military units. The squad has a reach equal to that of the component creatures, based on size. The squad can move through squares occupied by creatures and vice versa without impediment, although the squad provokes an attack of opportunity if it does so. The squad can move through any area large enough for its component creatures. The exact number of a squad's component creatures varies based on the level of the general and some other factors, but is generally equal to 2 or 3 times the numbers of squares the squad takes up.

The squad is never staggered or reduced to a dying state by damage; it simply disperses instead.

The squad cannot be dragged, pushed, repositioned, tripped, grappled, or bull rushed, except by area effects that include such combat maneuvers (like *black tentacles*). However, a squad can grapple an opponent, and this does cause the squad to gain the grappled condition.

Squads are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the squad, and the squad uses up a number of targets equal to the number of soldiers in the squad. At the GM's discretion, the squad may be partially hindered by a spell that targets a high number of its members; for instance, if the squad fails a saving throw against an effect that would daze most of the soldiers in the squad, the GM might rule that part of the squad is affected by the spell or that the squad loses the benefits of its extraordinary tactics for the duration of the effect or until the general spends some actions to rally her squad.

The squad takes half again as much damage (+50%) from spells or effects that affect an area. If a squad would be rendered unconscious by means of nonlethal damage, it disperses, just as it does from lethal damage.

A squad's hit points reflect both the health of individual soldiers and the overall morale of the squad. Whenever a squad disperses or takes damage that is not magically healed within one minute of suffering it, calculate one quarter of the damage as casualties; the remainder is due to a loss of cohesiveness and morale. Track these separately. Natural healing from rest restores casualty damage, rather than normal damage, but it can never heal casualty damage such that the squad is no longer suffering more than one quarter of its maximum hit points in casualty damage. Casualty damage can take the form of deaths, desertions, or injuries.

The general's motivational speech ability can help repair a squad's lost morale, even if the squad disperses, but the only way to recover from casualties is to recruit more soldiers or rest. A squad that is suffering more than one quarter of its maximum hit points in casualties gains a permanent negative level until the general recruits soldiers to recover from the casualties (this negative level does not kill a 1 HD squad). A squad that is suffering more than one half of its maximum hit points in casualties loses access to the special abilities from all its extraordinary tactics until the general recruits soldiers to recover from the casualties or the squad rests sufficiently long enough. A squad that is suffering more than three quarters of its maximum hit points in casualties remains dispersed until the general recruits soldiers to recover from the casualties or the squad rests for long enough.

To replace fallen soldiers, the general must enter a settlement of village size or larger and attempt a skill check using her command skill. The DC of this check depends on her level and the type of settlement. The type of settlement she is in sets the base DC, and she adds her level to determine the DC, since at higher levels, she needs to recruit more experienced soldiers. As always, other factors as determined by the GM may change the DC (for instance, if a tiny village was founded by a platoon of war veterans, it might be easier to recruit there than normal). Each squad acquisition check takes 8 hours, and the general can attempt one such check per day. If she succeeds at the acquisition check, the squad recovers a number of hit points from casualties equal to 10% of its maximum hit points, as deserted or killed soldiers are replaced and injured soldiers recuperate. For every 5 points by which she exceeds the DC, this amount increases by 10% of the squad's maximum hit points. If she chooses to do so, after rolling the check, she may add a bonus equal to her general level to the result; if she does so, she was able to find more potential recruits by lowering her standards, but they weren't seasoned enough to use them just yet. She can choose to include them anyway, but they don't integrate into the squad (recovering the usual hit point loss from casualties) for a number of days equal to the general's level, during which she trains them up to speed. The exact number of soldiers replaced or added is the GM's discretion, but the squad heals casualty damage regardless.



**TABLE 8-3: SQUAD RECRUITMENT**

SETTLEMENT TYPE	POPULATION RANGE	RECRUITMENT BASE DC
Thorp	Fewer than 20	N/A
Hamlet	21-60	N/A
Village	61-200	20
Small Town	201-2,000	17
Large Town	2,001-5,000	15
Small City	5,001-10,000	12
Large City	10,001-25,000	10
Metropolis	More than 25,000	5



For example, a 2nd level general in a Village would have a recruitment DC of 22 (20 for a village + 2 for her general level).

The squad attacks with a variety of weapons, so the squad attack as a whole counts as the following weapon:

MARTIAL MELEE WEAPON	DMG	CRIT	RANGE	TYPE	SPECIAL
Squad Attack	1d8	x2	—	B,P, and S	—

This weapon counts as a one-handed weapon (and counts as a weapon for feats like Weapon Focus and Improved Critical), and the squad can either wield it in one “hand” and carry shields (gaining a +2 shield bonus to AC) or wield it in both hands. The squad can change whether it is using the squad weapon attack in one hand with a shield or in both hands as a move action. If it shapes itself appropriately, the squad can flank an enemy with itself, and it takes no penalty for attacking creatures within its space. The squad can make combat maneuvers as normal.

The squad threatens all creatures within its reach and within its area, and it can attempt attacks of opportunity as normal with its squad weapon attack.

### EXPERT GENERAL (Ex)

Unsurprisingly, a general serves particularly well as a kingdom’s general. As a kingdom’s general, she increases the kingdom’s loyalty score by 1 for every 5 general levels (minimum 1). Additionally, her increased leadership and logistical skills provide ever-increasing benefits in times of war. As a kingdom’s general, she decreases the time to train a new army by 2% per general level, increases the number of armies the kingdom can house by 2% per general level, decreases the consumption cost of the kingdom’s armies by 2% per general level, increases the number of elite soldiers the kingdom can have by 5% per general level, and increases the Movement score of armies under her command by 1.

### BATTLEFIELD ACUMEN (Ex)

When she would gain a bonus on attack rolls, on Reflex saving throws, or to AC due to battlefield position (such as flanking, high ground, or cover), she gains an additional +1 insight bonus on the attack rolls, the Reflex saving throw, or to AC.

### SQUAD COMMAND (Ex)

At 1st level, a general gains the ability to command her squad to greater effect. As a standard action, she can issue an attack command. Until the beginning of her next turn, her squad’s base attack bonus is treated as equal to the general’s level. For the purposes of qualifying for feats, the squad uses its normal base attack bonus, but for purposes of determining the effects of feats, the squad uses the modified base attack bonus. In addition, the squad gains a bonus on damage rolls equal to one fourth of the general’s class level (minimum +1) and increases

the DCs of any extraordinary tactics by +1. Finally, when flanking an enemy with either themselves or with the general, the squad’s flanking bonus increases to +4. These bonuses last until the beginning of the general’s next turn.

At 3rd level, she can instead issue a swarm command as a standard action. When she issues this command, the squad can attack wildly in all directions as a standard action, dealing damage equal to the general’s class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a swift action. When she issues this command, the squad focuses on supporting the general. Against any enemy her squad threatens, the general gains a +1 bonus on attack rolls. This bonus increases to +2 at 11th level, +3 at 16th level, and +4 at 20th level. This does not require an action from the squad, but the general must be able to see or hear the squad to gain the bonuses.

### MOTIVATIONAL SPEECH (Ex)

The general’s rousing words bolster her squad before combat, giving them an edge for when things turn sour. The general can give a 5 minute motivational speech to her squads to heal them 1d6 points of damage plus an additional 1d6 points of damage for every 2 general levels beyond 1st, but this can’t heal damage from casualties. This can even heal the squad after it disperses, but in that case, it only heals half as much as normal. The general may perform a motivational speech a number of times per day equal to 3 + her Charisma modifier.

### EXTRAORDINARY TACTIC

At 2nd level and every 2 levels thereafter the general’s training enhances the capabilities of her squad, augmenting and modifying its abilities to better suit the focus of the general’s training. While called extraordinary tactics, these may represent the teachings of the general, intense training with specialized teachers (for example, with a sorcerer or kineticist on how to mitigate fire), or with a trained person joining the squad and dispersing their knowledge throughout the squad. She selects *squad tactics* from the list on page 230 and unless otherwise stated, she can only select a squad tactic once, and even when she can do so, the general can’t select the same type of squad tactic more than once per four general levels.

### GENIUS STRATAGEM (Ex)

At 2nd level, the general learns how to read battlefields and coordinate plans of attacks to best make use of the situation, allowing her to choose one of the stratagems from the list below. At 5th level and every 3 levels thereafter, she learns one additional stratagem.

As a move action, the general can deploy her stratagem, granting an ally other than herself or her squad within 30 feet who can see and hear her that stratagem’s benefits. This ability is a single target effect. Once the general

deploys a stratagem, it lasts for a number of rounds equal to her Intelligence modifier (minimum 1) or until she deploys another stratagem, whichever comes first. The general's stratagems take into account potential variables, so they remain active for their duration even if she becomes unconscious or unable to take actions, unless the nature of the battle changes so fundamentally that the general's previous stratagem could not possibly help (typically only when a new initiative is rolled). The general can use this ability any number of times per day, but her stratagems only work when she can adapt them to the specifics of the current battle, so she can't use them before a fight break loose.

**Area Avoidance:** The general takes careful stock of the battlefield, directing her ally to locations ideal for avoiding area of effect attacks. The ally gains a +2 insight bonus on Reflex saving throws against spells that target an area.

**Coordinated Assault:** The general uses her knowledge of teamwork to work together with her ally to mutual gain. She grants the ally one single teamwork feat that she knows as a temporary bonus feat. The ally does not need to meet the feat's prerequisites. The general must be at least 11th level to select this benefit.

**Defensive Bulwark:** The general coordinates her stratagem to protect her ally from harm. This grants her ally a +1 insight bonus to his AC. The general must be at least 5th level to select this benefit.

**Exploit Openings:** The general's stratagem involves a formidable offense that leaves no reprieve and exploits every flaw in the opponents' defenses. Her ally gains a +2 insight bonus on attack rolls made during attacks of opportunity.

**Logistical Mastery:** The general deduces a cunning way for the ally to choose his path and gain just a bit more speed, granting that ally a +5 foot circumstance bonus to movement speed and allowing the ally to ignore one square of difficult terrain during his movement each round.

**Perfect Offensive:** The general uses her knowledge of the battlefield to direct her ally on the perfect offensive, hitting every enemy in their weak spot. Her ally gains a +1 insight bonus on attack rolls. The general must be at least 8th level to select this benefit.

**Psychological Preparation:** The general uses her own knowledge of her ally's psychology to prepare that ally for assaults that prey on his emotions or fears. The ally gains a +2 insight bonus on Will saving throws against fear or emotion effects.

**Take Prisoners:** The general's plan works best with prisoners, and she finds the weaknesses in her opponents' defenses to allow her ally to subdue them without killing them. Her ally does not suffer the usual penalty when attacking for nonlethal damage.



## BANNER (EX)

At 3rd level, a general's banner inspires her allies. This ability is identical to the *banner cavalier class feature* of the same name, as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, and functions as a cavalier two levels higher than her level. If a general multiclassed as a cavalier, levels in the cavalier class stack with her general levels for the purpose of this ability.

## CONTACTS (EX):

Starting at 4th level, however she makes her name, the general has *contacts* in all sorts of places. Upon reaching a new community, the general may immediately attempt a skill check with her command skill to see if she can find someone she knows in the community. A check

result of 9 or less indicates she doesn't know anyone in this community. A check result of 10 or more means that the general knows someone, but the potential *contact* is indifferent toward the general. Starting at 10th level, a check result of 30 or more means the potential contact is friendly instead, and starting at 16th level, a check result of 40 or more means the potential contact is helpful. These checks are as much a result of the general's background and fame over time as they are of any particular skill at the moment, so abilities (other than command skill) that grant bonuses or rerolls on skill checks do not apply to this check, and the general cannot Take 10 or Take 20. The use of *contacts* is described in *Pathfinder Roleplaying Game Ultimate Campaign*.

Contacts are always typical members of the community, rather than knights, wizards, or the like, and the general must treat a contact well to gain actual aid. Even if the contact is friendly or helpful toward the general, a contact has no special connection to the general's allies and has an initial attitude toward them consistent with that of others in the community.

### FAMED GENERAL (Ex)

At 5th level, the general's greatness enhances her ability to serve as a kingdom's general when using the *kingdom-building rules* from *Pathfinder Roleplaying Game Ultimate Campaign*. Her Charisma score counts as 4 higher and her Strength score counts as 2 higher for the purpose of determining the bonus she grants to Loyalty and Stability checks in a kingdom in which she holds the position of *general* or *warden*.

### HARRYING COMMANDER (Ex)

At 7th level, a general learns to fight alongside her squad to maximize the squad's potential, even when she is busy commanding them, blending her own movements seamlessly into the squad's. Whenever the general gives the attack command while threatening foes with a melee weapon, the squad can add the weapon's enhancement bonus and special abilities to its own attacks against foes the general threatens. If the general threatens with multiple weapons, she selects a single weapon for the squad to apply the enhancement bonuses and special abilities of. Whenever the general gives the attack command while within 30 feet and within line of sight and line of effect of foes while holding a ranged weapon that the general can reload any number of times in a round, the squad can add the weapon's enhancement bonus (but not its special abilities) to its own attacks against such foes; however, the general must expend five arrows, bolts, or other pieces of ammunition, and if the general was using a gun, the general must roll five times to see if there is a misfire (ignore all other results of these rolls).

### CONVINCING GREATNESS (Ex)

At 8th level, when the general attempts a Bluff, Diplomacy, or Intimidate skill check to influence the attitude of someone or convince someone to help her, she may roll twice on the skill check and take the higher value. If she rolls high enough (typically succeeding by 10 or more) with Diplomacy or Intimidate, she can influence a creature's attitude by up to 3 steps instead of 2.

### LEAD THE CHARGE (Ex)

At 9th level, the general's bravado inspires her allies to action. If the general charges an opponent, until the beginning of her next turn, allies gain a +2 circumstance bonus on attack rolls made as part of a charge against that opponent.

### GREAT LEADER (Ex)

The general's leadership ability extends far beyond her skill at leading her own squad. At 11th level, if the general selects the Leadership feat, she gains a +2 bonus to her leadership score. The skills that she has developed leading her squad also make her a more effective leader of armies. When she is a commander in mass combat, she adds a +2 bonus to her army's OM and DV, as well as to their morale score. She chooses one tactic. Any army she commands gains that tactic as a bonus tactic that does not count against the limit for the number of tactics an army can learn. In addition, she may command her own squad as an army. If you are using the mass combat rules linked above, her army is a size Fine army with ACR 1, which increases to 2 at level 16, and 3 at level 20.

When using the expanded mass combat rules in this book, in which all armies have higher CRs, a general's squad is considered a platoon with ACR 5, which increases to 6 at level 16, and 7 at level 20. Because of the extensive training she has given her squad, it begins with the normal maximum number tactics for a squad of its ACR, plus the bonus tactic. In addition, her squad gains an additional +2 to its morale score on top of the bonus she grants to all armies under her command, for a total bonus of +4.

### GREATER BANNER (Ex)

At 12th level, a general's banner promises glory and victory to her allies. This ability is identical to the *greater banner cavalier class feature* of the same name, as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, and functions as a cavalier two levels higher than her level. If a general multiclassed as a cavalier, levels in the cavalier class stack with her general levels for the purpose of this ability.

## VANGUARD (Ex)

At 13th level, the general's soldiers are so loyal that they will sacrifice their own lives to defend her. When the general is adjacent to one of the squad's squares and is attacked with a melee attack, the squad can spend an immediate action to take the damage from the attack as if it were the original target. If the squad chooses to do so, 1/2 of the damage comes from casualties, rather than 1/4. Assess the casualties immediately.

## ASSURED SUCCESS (Ex)

At 15th level, once per day when rolling a saving throw, the general can, as an immediate action, reroll the saving throw after the roll is made but before the result is revealed. When the general uses this ability, she adds a competence bonus equal to 1/2 her general level to the rerolled result. She must take the second result, even if it's worse.

## FIGHT TO THE DEATH (Ex)

At 17th level, the general is able to inspire her squad to fight on, even when faced with certain death. As an immediate action, when the squad is hit by an attack that would cause it to disperse, the general can negate all damage from the attack except the damage caused by casualties. However, when she does so, the remaining damage is doubled (typically for a total of half damage, all from casualties). Assess the casualties immediately.

## ALWAYS READY (Ex)

At 19th level, a general is never caught without a backup plan. After rolling a d20 roll, but before the results are revealed, she can roll again with a +2 bonus, switching instantly to her contingency plan. She must take the result of the second roll, even if it is worse. She can use this ability 4 times per day. She can also use her superb planning to assist her allies. She may expend two uses of the ability to use it on an ally within 30 feet. The general must be conscious and aware to use this ability on an ally. She can use this ability once per round, and it does not take an action.

## GREATNESS REALIZED (Ex)

At 20th level, the general's renown has spread far and wide. Anyone who succeeds on a DC 10 Knowledge (local) or Profession (soldier) check has heard of her. Against those who know of her reputation, she gains a +5 circumstance bonus on all Intimidate checks and on Diplomacy checks that leverage her status. When using genius stratagem, she doubles any numerical bonuses she grants her ally, as well as the duration.



# GENERAL SQUAD RULES

At 1st level, the general gains a squad of people to lead. This squad is comprised of a number of people who all are outfitted with basic armor and weapons of war. As the general gains experience in commanding her forces, and her renown grows, her squad increases in power and in size. The squad does not blindly follow suicidal orders, and its members act as NPCs appropriate to the general's overall theme.

During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up. These can be found in [Table 8-3](#).

# THE SOLDIER SQUAD

The squad is something of an abstraction, in that the component creatures that make up the squad are mostly irrelevant; only the squad as a whole matters for the purposes of combat. Squads are generally assumed to be composed of similar members of the same race, and a general typically leads members of her own race. Even if there are a few members of other races, the squad is considered a member of the general's race and gains the same racial abilities as the general does. If it fits the general's backstory, with the permission of the GM, the general can choose another race instead.

Reducing the squad to 0 hit points or fewer causes it to break up, effectively destroying the squad, though the damage taken until that point does not degrade its ability to attack or resist attack.

The squad has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The squad makes saving throws as a single creature. The squad initially occupies 3 squares, though the actual size category of the squad is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the squad must remain in contiguous squares at all times, even during movement, to accurately reflect the teamwork of trained military units. The squad has a reach equal to that of the component creatures, based on size. The squad can move through squares occupied by creatures and vice versa without impediment, although the squad provokes an opportunity attack if it does so. The squad can move through any area large enough for its component creatures. The exact number of a squad's component creatures varies based on the level of the general and some other factors but is generally equal to 2 or 3 times the numbers of squares the squad takes up.

The squad is never reduced to a dying state by damage; it simply disperses instead.

The squad cannot be moved involuntarily, except by area effects that do so (like an avalanche, or *hydraulic torrent*). However, a squad can grapple an opponent, and this does cause the squad to gain the grappled condition.

Squads are immune to single target spells (such as *invisibility*). To be affected by multiple-target spells, the spell must have a sufficient number of targets to affect all the members of the squad, and the squad uses up a number of targets equal to the number of soldiers in the squad. At the GM's discretion, the squad may be partially hindered by a spell that targets a high number of its members; for instance, if the squad fails a saving throw against an effect that would paralyze most of the soldiers in the squad, the GM might rule that part of the squad is affected by the spell.

The squad is vulnerable to spells or effects that affect an area, taking +50% damage as usual. When a squad is reduced to 0 hit points, it becomes ineffective as a fighting force.

## STARTING STATISTICS

**Speed:** 20 ft

**Ability Scores:**

STR	DEX	CON	INT	WIS	CHA
15	13	14	10	12	8

## SQUAD SKILLS

A squad has d8 HD. The squad has a base skills per HD of 2 + their Intelligence modifier. A squad's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Profession (Wis), Ride (Dex), and Survival (Wis).

## SQUAD FEATS

While the squad can normally select any feat for which it meets the prerequisites, some feats might not make sense for a squad, at the GM's discretion. The squad is considered to be proficient with simple and martial weapons, light and medium armor, and shields (but not tower shields) for the purposes of meeting feat prerequisites.

Teamwork feats work differently for squads than they do for regular characters. While the squad can select teamwork feats, for each teamwork feat it possesses, the squad must select a single other ally each round that also has the teamwork feat. For the purpose of the squad, only that ally counts as having the teamwork feat, even if other allies have also selected it. A squad can select the same teamwork feat multiple times in order to select more than one ally for the same teamwork feat.

**Class Level:** This is the character's general level. Only levels in the general class count for the purposes of the squad's abilities.

**HD:** This is the total number of eight sided (d8) Hit Dice the squad possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the squad's base attack bonus.

**Fort/Ref/Will:** These are the squad's base saving throw bonuses. A squad has good Reflex saves.

**Feats:** This is the total number of feats the squad possesses.

**Armor Bonus:** The squad has an armor bonus to AC equal to the number in this column.

**Str/Con Bonus:** Add this modifier to the squad's Strength and Constitution scores.

**Squares:** This is the maximum number of squares the squad can occupy.

**Soldiers:** This is the usual range of number of soldiers in the squad for the given level.

**Ability Score Increases:** A squad adds +1 to one of its ability scores at 4th level and every 4 levels thereafter.

**Chaos of Combat:** Starting at 1st level, spellcasting or concentrating on spells within the area of a squad or within its reach requires a concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save (failure indicates that the character still spends the action, but automatically fails).



**TABLE 8-4: GENERAL'S SQUAD BASE STATISTICS**

CLASS LEVEL	HD	BAB	FORT	REF	WILL	FEATS	ARMOR BONUS	STR/CON BONUS	SQUARES	SOLDIERS
1st	1	+0	+0	+2	+0	1	+1	+0	3	6-9
2nd	2	+1	+0	+3	+0	1	+2	+1	3	6-9
3rd	3	+2	+1	+3	+1	2	+3	+1	3	6-9
4th	4	+3	+1	+4	+1	2	+4	+1	3	6-9
5th	5	+3	+1	+4	+1	3	+5	+2	4	8-12
6th	6	+4	+2	+5	+2	3	+6	+2	4	8-12
7th	7	+5	+2	+5	+2	4	+7	+2	4	8-12
8th	8	+6	+2	+6	+2	4	+8	+3	4	8-12
9th	9	+6	+3	+6	+3	5	+9	+3	4	8-12
10th	10	+7	+3	+7	+3	5	+10	+3	5	10-15
11th	11	+8	+3	+7	+3	6	+11	+4	5	10-15
12th	12	+9	+4	+8	+4	6	+12	+4	5	10-15
13th	13	+9	+4	+8	+4	7	+13	+4	5	10-15
14th	14	+10	+4	+9	+4	7	+14	+5	5	10-15
15th	15	+11	+5	+9	+5	8	+15	+5	6	12-18
16th	16	+12	+5	+10	+5	8	+16	+5	6	12-18
17th	17	+12	+5	+10	+5	9	+17	+6	6	12-18
18th	18	+13	+6	+11	+6	9	+18	+6	6	12-18
19th	19	+14	+6	+11	+6	10	+19	+6	6	12-18
20th	20	+15	+6	+12	+6	10	+20	+7	6	12-18

See the section *Troops in a Campaign* for additional rules and suggestions on how to incorporate the general and squad into campaigns.

# SQUAD TACTICS

The general can choose from the following extraordinary tactics for his squad.

*Advancing tactics:* The squad learns how to advance towards their foes more efficiently and at less risk to themselves. The squad's base speed increases by 5 feet per round, and the squad gains the Mobility feat as a bonus feat, even if it doesn't meet the prerequisites. The general can select this extraordinary tactic a second time to increase the squad's base speed by an additional 5 feet per round, and gains the Spring Attack feat as a bonus feat, even if it doesn't meet the prerequisites.

*Aiding tactics:* The aiding tactic teaches the squad how to best aid their compatriots in battle, giving them the edge they need to succeed. As a full-round action, the squad the use the aid another action to aid any combination of attack rolls or AC on up to three separate rolls in the next round. When using this full-round action, the squad's aid another grants a bonus of +3, which cannot be increased by other abilities.

*Area denial tactics:* The area denial tactic equips the squads with a number of light thrown projectiles that can impede movement. The squad can spend a full-round action to pelt a 5-foot radius area, within 60 feet and within line of effect, with stones or other projectiles for 1 round. During that time, the area counts as difficult terrain, and creatures in the area take a -2 penalty on all attack rolls, concentration checks, skill checks, and ability checks as the constant rain of light projectiles impedes their abilities. A creature can choose to attempt a Reflex saving throw with a DC of 10 + the squad's base attack bonus to negate the penalties from this ability and move at full speed, but on a roll of a natural 1, the target takes 1d8 points of damage + the squad's Strength modifier.

*Brawling tactics:* The brawling tactic allows the squad to better fight in unconventional ways. The squad gains Combat Expertise as a bonus feat, without needing to meet the prerequisites, and the squad counts as having 13 Intelligence for the purposes of selecting feats that have Combat Expertise as a prerequisite.

*Chaos tactics:* The chaos tactic makes it even more difficult to concentrate in and around the squad. The DC to cast or concentrate on spells within the area of the squad or its reach increases by 2, and the Will save DC to use skills that require patience and concentration also increases by 2.

*Crossbow tactics:* The squad learns how to use, and gains, crossbows. In addition to a one-handed weapon with a shield or a two-handed weapon, the squad can use crossbows. When using crossbows as their squad attack, the squad attack acts as if the squad were using a light crossbow, with all the rules using a ranged weapon

entails. The light crossbow is treated as the size the squad's predominant race would use. The squad gains rapid reload (light crossbow) as a bonus feat.

*Crossbow volley tactics:* Building upon prior lessons, the general trains her squad in the use of crossbows for volley fire. As a full-round action when their squad attack is the crossbow, the squad can make a volley fire attack. The squad targets a single square within 80 feet of itself, and all creatures and objects within a 5 foot radius of that square are peppered with arrows. Each such target must succeed at a Reflex save (DC 10 + the squad's base attack bonus) or suffer 1d8 points of piercing damage; this damage increases by 1d8 when the general reaches 4th level and every 4 levels thereafter. The general can select this extraordinary tactic multiple times. Each additional crossbow volley extraordinary tactic increases the radius of the volley by 5 feet, and allows the volley to fire 80 feet further, although the DC is lowered by 2 beyond 80 feet, by 4 beyond 160 feet, and so on. The squad can choose to affect a smaller radius, which increases the DC by 2 for every 5 feet the radius was reduced. The volley fire can be enhanced by effects that enhance the squad's attacks, such as the magus's swift action ability. The squad must have the crossbow tactic before the general can select this extraordinary tactic.

*Defilading tactics:* The defilading tactic gives the squad the skills and knowledge necessary to fight closer together. As a swift action, the squad can enter a reduced state, reducing the number of squares it takes by up to 2, to a minimum of 3 squares. It can return to its normal size as a swift action. If a squad also has the enfilading tactic, it must return to its normal size before entering an expanded state.

*Dirty fighting tactics:* The dirty fighting tactic teaches the squad how to create openings in their foes for their allies to take advantage of. As a standard action, the squad can add 1d6 precision damage to each successful attack that its allies make while flanking with the squad until the beginning of the squad's next turn.

*Dusk fighting tactics:* The dusk fighting tactic trains the squad in how to identify targets in poor lighting. The squad gains the Blind-Fight feat as a bonus feat.

*Elemental Mitigation tactics:* The general chooses either air, earth, fire, or water when selecting this extraordinary tactic: As a swift action, the squad can gain a defense depending on the chosen element. If the general chose air, the squad gains resist electricity 5; if the general chose earth, the squad gains damage reduction 1/adamantine; if the general chose fire, the squad gains resist fire 5; if the general chose water, the squad gains resist cold 5. When the general reaches 8th level, the resistance increases to 10 or the DR increases to 2/adamantine and when the general reaches 16th level, the resistance increases to 15 or the DR increases to 3/adamantine. The general can choose this extraordinary

tactic more than once. Each additional time she does, she chooses another element, adding it as an alternative when the squad spends a swift action.

*Enfilading tactics:* The enfilading tactic helps the squad best use its constituent members, stretching them thin at no reduction in capabilities. As a swift action, the squad can enter an expanded state, increasing the number of squares it takes up by 1 square. It can return to its normal size again as a swift action.

*Fending tactics:* The general knows that she will not always be there to guide her squad, so she instills knowledge on how the squad can best fend for itself in combat. The squad gains a +1 competence bonus on attack rolls. This tactic can be selected multiple times. Due to the general's skill at guiding her squads, only half of this bonus is applied during rounds in which the general gives the attack squad command.

*Fluid tactics:* The fluid tactic allows the squad to adapt to new challenges as they arrive. The squad can change what type of weapon their squad attack is (one-handed with shield, two-handed, or with crossbows or long spears if the general selected the relevant tactics) as a swift action. In addition, if an extraordinary tactic requires a swift action to activate, the squad can choose to use the ability as a move action instead of a swift action. The general must be at least 6th level before they can select this extraordinary tactic.

*Hard hitting tactics:* The general instructs her squad on to how best wield their multitude of weapons so they strike true. The squad can spend a swift action to utilize these lessons, causing all of the squad's attacks to gain a +2 competence bonus on damage rolls until the beginning of the squad's next turn. Each additional time this extraordinary tactic is selected, the bonus on damage rolls increases by +1.

*Holy strike:* The holy strike infuses the squad's weapons with holy energy. The squad can spend a swift action to call out to the general's deity, causing all the squad's attacks to count as good for the purposes of bypassing DR and regeneration for 1 round. The general must be good and at least 6th level to select this extraordinary tactic.

*Hunter tactics:* The hunter tactic outfits the squad with the knowledge and tools necessary to more efficiently hunt and gather from beasts. When she chooses the hunter tactic, the general selects either animals or vermin. The squad can spend a swift action to gain a +3 bonus on damage rolls against the chosen creature type. In addition, the hunter tactic grants the squad a +4 bonus on Survival checks to track and to survive in the wilderness. The general can select the hunter tactic a second time and grant the squad the ability to alternatively spend a swift action to add +3 damage against whichever creature type she didn't choose with the first hunter tactic. She can select the hunter tactic a third time to grant the squad the ability

to alternatively spend a swift action to add +3 damage against magical beasts.

*Light-foot tactics:* The light-foot tactic assists the squad's movement through natural undergrowth and difficult terrain. The squad gains Nimble Moves as a bonus feat, even if it doesn't meet the prerequisites, and the squad's overland speed through trackless forest increases to  $\frac{3}{4}$ , through trackless jungle increases to  $\frac{1}{2}$ , and through jungle with a road or trail increases to full speed.

*Long spear tactics:* The squad is trained in the use of coordinated long spears and other long weapons. When selecting the squad attack weapon type, they can choose to use a two-handed weapon with the brace and reach properties. While using this weapon, they follow all the rules of a reach weapons, must be in a straight line formation, and are not able to make attacks against creatures within their space or adjacent to the space of any part of the squad. While using this squad weapon, the squad's chaos of combat ability only affects their threatened squares, which does not include the squares they are in. The general must be at least 4th level to select this extraordinary tactic.

*Mitigation tactics:* The mitigation tactic teaches the squad how to react to blows they cannot avoid, mitigating their effects. As a swift action, the squad can prepare to mitigate damage, reducing the amount of damage that either the squad (or the general if she is adjacent to the squad) takes from one hit in the following round by 1d6. The amount of damage that they reduce increases by an additional 1d6 when the general reaches level 5 and every 5 levels thereafter, to a maximum of 5d6 at level 20. By selecting this extraordinary tactic a second time, as a full-round action, the squad can use this ability to reduce the damage of up to two attacks in the following round against any ally adjacent to the squad.

*Resilient tactics:* The squad receives training on how to defend itself against harmful effects that target the squad's mind and body. The squad receives a +2 resistance bonus on saving throws. The general must be at least 6th level to select this extraordinary tactic.

*Resolve tactics:* This tactic bolsters the resolve of the squads, allowing them to fearless face foes and shrug off minor blows. The squad gains a +2 morale bonus on Will saves against fear effects. In addition, if the squad spends a swift action to focus their resolve, it gains a +2 sacred bonus to AC against the first melee attack against it before the beginning of the squad's next turn.

*Sapper tactics:* The general teaches her squad knowledge of makeshift fortifications and the use of shovels to create or destroy these efficiently. This allows the squad to take a number of full-round actions to be able to raise or lower an earthen square the squad is in by 5 feet. This takes 1 minute of effort from the squad and displaces dirt and soil as normal. Raising the earth creates difficult terrain in the adjacent squares.



**Siege tactics:** With the siege tactic, the squad gains an understanding of siege engines and engineering, allowing the squad to man a siege engine as if they were a number of Medium creatures equal to the total size of the squad. The squad gains a +5 insight bonus on Knowledge (engineering) checks.

**Skilled tactics:** The squad has spent time learning the ins-and-outs of a skill. The squad gains Skill Focus in the skill of the general's choice as a bonus feat. Additionally, the squad gains one free skill point per HD in the skill the general chose.

**Skirmishing tactics:** The skirmishing tactic gives the squad the means with which to make short-ranged strikes. As a standard action, the squad can throw a volley of spears, rocks, and axes. This attack takes the form of up to 2 lines with a range of 20 feet. These lines start from the corner of any square in the squad's space. The attack has a pool of dice equal to 1d6. The squad can distribute these dice between the two lines as it sees fit, even assigning 0 dice to a line. All creatures in the line take the damage the line was assigned, plus 2 points of damage. This damage is piercing damage (Reflex DC 10 + the squad's base attack bonus for half). At 4th level, and every 3 levels thereafter, an additional 1d6 is added to the damage pool. For each additional line of thrown weapons that strike a target, rather than applying the damage twice, the damage increases by 3 and the DC increases by 1. Each additional time this extraordinary tactic is selected, an additional 1d6 is added to the dice pool available and the DC increases by 1.

**Shield breaker tactics:** The squad receives training on how to better use pilums and other weapons whose purpose is shield breaking. Once per round, when the squad uses a melee weapon to deal damage to a shield-bearing enemy, the opponent loses the AC bonus from that shield until he takes a standard action to pry the remnants of the pilum from the shield.

**Supply tactics:** The supply tactic helps the squad with the upkeep and supply of their weapons. When the general teaches this extraordinary tactic, pick one weapon special material available for her level (see below). The squad procures backup weapons of the chosen material. As a swift action, the squad can switch out the weapons they are using for weapons of a particular material. Part of the supply tactics involves acquiring superior weapons, and so even without spending a swift action, all of the squad's weapons are treated as masterwork weapons, granting a +1 enhancement bonus on attack rolls on its squad attack. A general may select this extraordinary tactic multiple times. Each time she does so, she must choose a different special material. The general must be at least 4th level to select cold iron, 8th level to select silver, and 14th level to select adamantine. The GM may allow additional special materials at their discretion.

**Squad's strike:** This extraordinary tactic enhances the attacks of the squad. As a swift action, the squad can treat their squad attack as a magic weapon for the purposes of overcoming damage reduction for one round. The general must be at least 4th level to select this extraordinary tactic.

**Unholy strike:** The unholy strike tactic infuses the squad's weapons with unholy energy. The squad can spend a swift action to call out to the general's deity, causing all the squads attacks to count as evil for the purposes of bypassing DR and regeneration for 1 round. The general must be evil and at least 6th level to select this extraordinary tactic.

## ALTERNATE FAVORED CLASS BONUSES

The general has a number of racial alternative favored class bonuses. These use the standard rules for alternative favored class bonuses outlined in the *Pathfinder Roleplaying Game Advanced Players Guide*.

**Dwarves:** Gain a +1 bonus to the general's CMD when resisting bull rush and trip combat maneuvers.

**Elves:** Add 1/6 to the DC of any extraordinary tactic abilities that rely upon ranged attacks (area denial tactic, crossbow, skirmishing, etc.).

**Gnomes:** Increase the duration of the general's genius stratagems by 1/4 of a round (this increase applies before taking a minimum of 1 round).

**Half-Elves:** Add 1/4 to command skill checks for recruitment and contacts.

**Halflings:** Heal an additional 1/2 hit point of damage when using motivational speech to heal the squad.

**Half-Orcs:** Add +1/4 to the squad's squad attack damage and swarm damage when the general gives the attack or swarm command.

**Humans:** Add 1/6 of an additional genius stratagem.

## ARCHETYPES

The general has a number of archetypes listed below.

### CRUSADER

Devoted to certain faith, the crusader leads holy warriors on a sacred quest for justice or unholy minions on warriors on a path profane.

**Special:** The crusader must be devoted to a deity (or a philosophy if the GM normally allows clerics to follow a philosophy). The crusader must uphold the beliefs and

tenets of her faith as strictly as a cleric would, or she loses all abilities from her path until she atones. Her squad must worship the same faith as the crusader.

### COMMAND SKILL (Ex)

The crusader gains the command skill ability, except she uses Knowledge (religion) instead of Profession (soldier) and she gains it as a class skill. When leading armies, the general uses her Knowledge (religion) in place of Profession (soldier) for all purposes. This ability modifies command skill.

### FAITH'S REWARD (Ex)

The crusader trains in the favored weapon of her faith, gaining proficiency in that favored weapon as well as Weapon Focus in that weapon as a bonus feat. If her faith's favored weapon is unarmed strike, she also receives Improved Unarmed Strike as a bonus feat. At 2nd level, a crusader's genius stratagem is instead a zealous prayer, powered by religious faith that things will work out, rather than intelligent planning; the crusader uses Wisdom instead of Intelligence to determine the duration of this ability. This ability replaces battlefield acumen.

### HOLY FESTIVITIES (Ex)

At 5th level, the crusader and her squad can stir up religious zeal during festivals of their faith. When the kingdom throws a religious festival to the crusader's deity, instead of adding her kingdom leader bonus to stability as normal, the crusader can withhold her bonus and add it to any one of the three checks that needs it, after seeing the results of all three checks. This ability replaces famed general.

### CRUSADER'S BLESSING (Su)

Starting at 8th level, the crusader can call on her deity to bless her and her squad as a standard action. At any point in the next minute, the squad and the crusader can each receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to the crusader's Charisma modifier. They each must decide to use this bonus before rolling the check. The crusader can use this ability 4 times per day, but the crusader and the squad must each use the bonus on a different type of check (ability check, attack roll, saving throw, or skill check) each time. The crusader and squad can use the bonus on the same type of check, if they both haven't used the bonus on that type of check yet. This ability replaces convincing greatness.

### DIVINE PROTECTION (Su)

At 15th level, the crusader chooses either chaos, evil, good, or law. She must choose an alignment that opposes her deity's unless her deity is true neutral. The crusader's deity surrounds her in a protective aura against that alignment. All allies within 20 feet of the crusader gain



a +2 deflection bonus to AC and a +2 resistance bonus on saving throws against attacks made by creatures of the chosen alignment. This ability replaces destined greatness.

## GUERRILLA

The guerilla specializes in hit and run tactics, expertly leading her light-footed squad on raids.

### STEALTH (Ex)

The guerrilla and her squad gain Stealth as a class skill.

**Squad:** The guerrilla's squad has different base abilities than normal, focusing less on long confrontational battles and instead on hit and run tactics. The squad's starting Strength score is 13, and their starting Dexterity score is 15. Instead of gaining Constitution as the general increases in level, as noted in the Str/Con Bonus column of the squad table, the squad gains the bonus to its Dexterity score. The squad's base move speed is equal to 30 feet. When calculating casualty damage, the amount is instead equal to a third of the damage taken, rather than a quarter. This ability modifies the squad ability and the squad's statistics.

### GUERRILLA TACTICS (Ex)

At 5th level, any army that the guerrilla is leading increases its speed by 1. This ability replaces famed general.

## HIT AND RUN (Ex)

At 8th level, the guerrilla's squad gains Vital Strike as a bonus feat and can use the feat (and its later versions) at the end of a charge. This ability replaces the extraordinary tactic gained at 8th level. This ability replaces convincing greatness.

## KINGPIN

The kingpin has some less-than-forthright desires and knows that one must fight dirty to get an advantage in this world. The kingpin teaches that people are either wolves or sheep, and her squad is full of those who don't want to be sheep.

## COMMAND SKILL (Ex)

The kingpin gains the command skill ability except she uses Bluff instead of Profession (soldier) and she gains it as a class skill. When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.

## UNDERCOVER (Ex)

The kingpin realizes that a leader and a squad of soldiers stick out like a sore thumb, highly undesirable for her kind of work. She trains with her squad to blend in. Whenever the kingpin or her squad are in area with plenty of people, they can blend into the crowd while still being ready to mobilize for a fight at a moment's notice. In such a situation, the kingpin adds half her general level to Stealth and Disguise checks to avoid notice, and the squad instead suffers no circumstance penalty to such checks for being a giant cohesive squad. The kingpin can use Stealth and Disguise to blend in with her own squad. After doing so, as long as she takes no other action than to keep moving in the squad's squares, opponents can't determine that she is important enough to target unless they defeat her Stealth or Disguise, preventing them from targeting her or making an attack roll specifically against her. If the kingpin makes an attack against an opponent who doesn't notice her within her squad, on a hit, she deals an additional 1d6 precision damage, but at that point, she has taken an action, so the enemy automatically notices her. This ability replaces battlefield acumen.

## ILLICIT GAINS (Ex)

At 5th level, if the kingpin serves as a kingdom's general and that kingdom possesses a black market, each kingdom phase, the kingpin can choose to grant her kingdom leader bonus to economy instead of stability. If she does so, if the kingdom would fail a stability check by her kingdom leader bonus or less, and the result was not a natural 1, she may switch her bonus back to stability. If she does so, she must wait one entire kingdom phase before switching her bonus back to economy. This ability replaces famed general.

## TRUTH FOIL (Ex)

At 8th level, the kingpin repeats her mantras of deceit until even her own mind is malleable to her will. At 8th level, anyone who uses a magical effect against the kingpin that would detect her lies or force her to speak the truth, must succeed at a caster level check against a DC of 15 + the kingpin's general level or the effect does not detect the kingpin's lies or force her to speak only the truth, but the caster is convinced that the magic is still working. This ability replaces convincing greatness.

## PUPPETMASTER WITHOUT A NAME (Ex)

At 15th level, the kingpin has erased her own name from the records and replaced it with an alias, and she spreads misinformation and misdirection into the minds of so many people, that even magic begins to pick up the wrong information. When someone wishes to use a spell or effect to gather information about her through divination magic, they must succeed at a caster level check against a DC of 15 + the kingpin's general level or pick up misinformation based on the kingpin's alias (perhaps seeing a false vision when *scrying* or *divining* a false location with *locate creature*). At 20th level, instead of gaining the instant recognition from greatness realized, the caster level checks against the kingpin for this ability and truth foil automatically fail (she still doubles the effects of her genius stratagems). This ability replaces destined greatness.

## MINDBENDER

The mindbender has with her a group of thralls she's enslaved into service using her magical guiles.

**Special:** The mindbender relies on forcing others to do her bidding against her will, and thus must be of evil alignment.

## COMMAND SKILL (Ex)

The mindbender gains the command skill ability, except she uses Spellcraft instead of Profession (soldier) and she gains it as a class skill. This ability modifies command skill.

## MIND MELD (Su)

At 1st level, the mindbender gains the squad command ability as normal, except she can communicate with her squad in a weakly telepathic way. This means the squad does not need to see or hear the mindbender, as she sends the commands straight to their minds. When the general gives a command using mind meld, until the beginning of her next turn, the mindbender can communicate telepathically with her squad, as long as the squad is within 100 feet. The squad can communicate back with the mindbender until the beginning of her next turn. This ability replaces battlefield acumen.



### SUBTLE INFLUENCE (Su)

At 1st level, the mindbender chooses either Bluff or Diplomacy. Whenever the mindbender makes a skill check of her chosen skill, she can choose to use her Spellcraft bonus instead of the skill's normal bonus. This ability replaces expert general.

**Squad:** The mindbender's method of squad acquisition is significantly more insidious than those of others. It relies on any number of mind tricks, both eldritch and mundane. Due to this, when taking casualty damage, it is instead equal to one third of the damage, rather than one fourth, as such lasting damage can snap members out of her mind tricks. The mindbender can voluntarily end control of anyone in her squad.

### MINDBENDING (Sp)

At 3rd level, the mindbender gains the ability to cast a select few spells as spell-like abilities. She gains a point pool equal to her Charisma modifier, with different spell-like abilities costing different number of points. The DC for these spell-like abilities is equal to 10 + 1/2 the mindbender's level + her Charisma modifier.

At 3rd level, the mindbender can use *charm person*. This costs 1 point to use.

At 6th level, the mindbender can use *suggestion*. This costs 1 point to use.

At 9th level, the mindbender can use *triggered suggestion* (Advanced Class Guide). This costs 2 points to use.

At 12th level, the mindbender can use *dominate person*. This costs 3 points to use.

At 15th level, the mindbender can use *charm monster*. This costs 2 points to use.

At 18th level, the mind bender can use *dominate monster*. This costs 4 points to use.

At 20th level, rather than doubling the bonuses of genius stratagems, her pool of uses increases by 1-1/2 times.

This ability replaces genius stratagem.

### HIDDEN TELLS (Ex)

When attempting to discern hidden messages conveyed with the Bluff skill, the mindbender uses her Spellcraft bonus in place of her Sense Motive bonus on the skill check. This ability replaces famed general.

### SUBTLE TELLS (Ex)

At 9th level, the mindbender's influence blunts the tell-tale signs of an ensorcelled creature. When creatures use Sense Motive to determine if a creature is under effects of an enchantment spell or effect (such as *suggestion* or the mindbender's subtle influence ability), the mindbender adds half her level to the DC for observers to determine if a creature's actions are influenced by enchantment. This ability replaces lead the charge.

### PSYCHIC INTERFERENCE (Su)

At 11th level, the mindbender can cause her squad to capitalize on the chaotic energy of fighting to distort the minds of those around the squad, making them easier to influence magically. As a move action, the squad can cause all creatures within its chaos of combat to take a -2 penalty to Will saving throws. At 14th and 18th level, these penalties increase by 1. This lasts until the beginning of the squad's next turn. This does not affect the mindbender or her squad. Since it relies on the chaotic enterprise of combat, it can only be used during combat encounters. This ability replaces great leader.

## NOBLE

The noble's highborn breeding provides her avenues available to few others, and she trained under the finest tutors in the land. It is no surprise, then, that her skill as a general combines the styles favored by the great generals she read about in her studies to create something all her own.

### COMMAND SKILL (Ex)

The noble gains the command skill ability, except she uses Knowledge (nobility) instead of Profession (soldier). When leading armies, the general uses her Knowledge (nobility) in place of Profession (soldier) for all purposes. This ability modifies command skill.

## NOBLE SCHOOLING (Ex)

The quality schooling that the noble received taught her more than her lower-born peers at the military academy about a variety of topics. She receives one additional skill point per general level. Her family's vast wealth provides her occasional windfalls of gold, jewelry, and other valuables. She starts with an additional 300 gold pieces. Each time she gains a general level, her family's estate continues to provide for her, granting her 500 gold pieces per general level (for instance, when she gains her 2nd general level, she would gain 1000 gold pieces). This ability replaces battlefield acumen.

## NOBLESSE OBLIGE (Ex)

At 5th level, the noble is a consummate and beloved patron of the arts, and her family's vast estates allow her to provide generous endowments. She may maintain the endowments for one building, allowing the kingdom to ignore the consumption cost of those endowments. At 10th level and every 5 levels thereafter, she can maintain the endowment for an additional building. This does not require the use of an Endowment Edict, as described in Chapter 1. This ability replaces famed general.

## COMPORTMENT AND CONNECTIONS (Ex)

At 8th level, the noble's station allows her to pull more strings than most. She may substitute her ranks and Skill Focus feat in Knowledge (nobility), if any, for ranks and Skill Focus in Diplomacy; if she does so, she still applies other Diplomacy bonuses on her Diplomacy checks as normal (rather than other Knowledge [nobility] bonuses). When she first gains this ability, the noble can redistribute any ranks in Diplomacy to other skills, if she so chooses. When she uses Knowledge (nobility) to request aid from nobles of others of the upper class, the DC is 5 lower than normal. This ability replaces convincing greatness.

## FRIENDS IN HIGH PLACES (Ex)

At 15th level, the noble's influence reaches far. When using her contacts ability, if she exceeds a result by 10 or more, the contact is a noble of influence in the community, rather than an ordinary citizen of the upper class. If the general's result is between 30 and 39, she may choose between an indifferent influential noble and a friendly ordinary citizen, and if her result is between 40 and 49, she may choose between a friendly influential noble and a helpful ordinary citizen. At the GM's discretion, there may simply be no potential influential noble contact available in a settlement (for instance, if a settlement is a communist society, ruled exclusively by the PC noble's family's most hated enemies, etc.). This ability replaces destined greatness.

## RALLIER

Some generals focus on presenting a strong front in the face of fear, and ensuring their squads are able to help where is needed, no matter the threat.

### MARCHER (Ex)

The rallier's presence, encouragement, and guidance allows her and her allies to march farther than normally they'd be able to. When marching with the rallier, the DC of the Constitution check is equal to only 10 + 1 per extra hour, and the allies are only fatigued if they take nonlethal damage twice from this. This ability replaces expert general.

### BRAVERY (Ex)

The general gains the bravery class feature of the fighter, using her effective fighter as her rallier level - 2. If the general is using her banner, the bonus from this ability stacks with the bonus granted by her banner. This ability replaces famed general.

### FORWARD IN THE FACE OF FEAR (Ex)

The rallier's squad gains her bravery bonus to saving throws. This ability replaces great leader.

## REAVER

The reaver eschews directing her allies, believing that they need to pull their own weight. She focuses instead on using her squad to confound and catch foes off-guard.

### SQUAD COMMAND (Ex)

The reaver gains the squad command as normal, but the attack and swarm commands require a full-round action instead of a standard action. This modifies the squad command ability.

### SQUAD TACTICS (Ex)

The reaver excels at using her squad to create advantageous situations. At 3rd level, the general's squad are treated as if it possessed the same teamwork feats as the general for the purpose of determining whether the general receives a bonus from her teamwork feats. Her squad does not receive any bonuses from these feats unless they actually possess the feats themselves. The squad's positioning and actions must still meet the prerequisites listed in the teamwork feat for the reaver to receive the listed bonus. This ability replaces genius stratagem.

### TEAMWORK FEAT

At 3rd level, and every 5 levels thereafter, the reaver gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from

those listed as teamwork feats. The reaver must meet the prerequisites of the selected bonus feat.

### CHARGE THROUGH (Ex)

The reaver trains her squad to obscure her charges against foes, and then quickly follow up on her attacks. At 12<sup>th</sup> level, when the reaver charges through her squad and successfully attacks her target, if the squad threatens the foe, the squad can make an attack with a -5 penalty on the attack roll against the foe. After this, the foe expects the reaver to use this tactic again and it cannot be used against the foe for 24 hours. This replaces the extraordinary tactic gained at 12th level.

## REDEEMER

The redeemer truly believes that there is good in everyone, and she will go to any length to give others a second chance. Her squad is proof of her vision, as each member left behind a dark past for the brighter future the redeemer offered him.

**Special:** The redeemer must be of good alignment.

### COMMAND SKILL (Ex)

The redeemer gains the command skill ability, except she uses Diplomacy instead of Profession (soldier). When leading armies, the general uses her Diplomacy in place of Profession (soldier) for all purposes. This ability modifies command skill.

### SUPPORT NETWORK

Not everyone the redeemer helps joins her squad, and when taken together, she leaves behind a trail of friends and potential future contacts, able to help when needed. A few of her allies trail along to take care of rehabilitating any enemies she captures. While they normally stay out of danger, the redeemer can call on them to replace losses, restoring 10% of the squad's maximum hit points in damage from casualties, though doing so requires the redeemer to tend any captives on her own until she replaces them (using the same rules for recruitment as normal). Due to her extensive support network, the redeemer gains a +5 bonus on command skill checks to determine contacts. This ability replaces battlefield acumen.

### BENEVOLENT AMNESTY (Ex)

At 5th level, the redeemer's policy of mercy, tolerance, and amnesty leads to benefits for her kingdom. If the redeemer serves as a kingdom's general, the settlements in that kingdom gain +1 society and -1 corruption. This ability replaces famed general.

### WITHHELD BLADE (Ex)

At 8th level, the redeemer and her squad can deal nonlethal damage with their attacks without the -4 penalty on attack rolls. This ability replaces convincing greatness.

### VOICE OF COMFORT (Ex)

At 15th level, the redeemer can converse with someone for an hour and help them find their path in the darkness. This has a similar effect to the *atonement* spell, but it cannot replicate the function of atoning for deliberate misdeeds that normally costs 2,500 gp. This ability replaces destined greatness.



## REVOLUTIONARY

The revolutionary wants to overthrow the status quo and replace the current regime. Her squad is filled with hope for her vision of a bright tomorrow.

**Special:** The revolutionary must be non-lawful and must select a particular regime or establishment she wishes to overthrow.

### COMMAND SKILL (Ex)

The revolutionary gains the command skill ability, except she uses Perform (oratory) instead of Profession (soldier). When leading armies, the general uses her Perform (oratory) in place of Profession (soldier) for all purposes. This ability modifies command skill.

### VIVE LA REVOLUTION

The revolutionary attracts the disaffected and disenfranchised to her like a moth to flame. Even when she is not in a large settlement, the peasantry themselves rise up to assist her. As long as she is in an inhabited area populated by people who share her contempt for her chosen regime, she recovers 5% of her squad's maximum hit points in casualties.

each day, automatically. Announcing her presence in this way, however, makes it easy for her enemies to find her. Any Diplomacy check made to gather information about the revolutionary's location gains a +10 bonus. The revolutionary can choose to hide or advertise her presence, activating or deactivating both aspects of this ability. The revolutionary gains a +1 morale bonus on attack and damage rolls against officials of her chosen regime (but not against allies or hirelings of those officials). This ability replaces battlefield acumen.

### THORN IN THEIR SIDE (Ex)

At 5th level, the revolutionary doesn't serve as a pawn of the corrupt establishment but rather, as a thorn in its side. The kingdom in which the revolutionary is building dissent suffers a penalty to stability equal to her Strength or Charisma modifier, whichever is higher (if more than one revolutionary with this ability are revolting against the same kingdom, only the highest such penalty applies). During each kingdom phase, that kingdom must succeed at a stability check against the kingdom's command DC + the revolutionary's general level or suffer 1d3 unrest (a kingdom must roll a separate check for every revolutionary attempting to overthrow it, but the kingdom only suffers unrest from the first such failure each kingdom phase). This ability replaces famed general.

### SURGING PASSIONS (Ex)

At 8th level, the revolutionary's ideals surge through all through follow her like wildfire, leaving little room for other ideas or emotions. The revolutionary and her squad gain a +4 morale bonus on saving throws against fear and emotion effects. This ability replaces convincing greatness.

### REVOLUTIONARY ZEAL (Ex)

At 15th level, the revolutionary's squads believe in her cause, even to the death, and they fear failure or capture more than dying. When the squad would disperse, as an immediate action, they can enter a state of zeal, temporarily removing all damage from the squad except damage from casualties. In this state, all damage is immediately assessed as casualties, and the squad can continue to fight on even after receiving more than 75% of its maximum hit points in casualties. Revolutionary zeal lasts for 1 minute, after which the squad must wait for another minute before entering it again. A squad that can't fight due to having more than 75% of its maximum hit points in casualties can't enter revolutionary zeal. This ability replaces destined greatness.

## STRATEGIST

Most generals ensure they are in the thick of things with their squad, themselves no stranger to visceral glory. The strategist prefers to keep her distance, watching the battlefield unfold before her before making decisive orders.

### SQUAD COMMAND (Ex)

The strategist does not gain the ability to give the support command, but otherwise gains the squad command ability as normal. This modifies the squad command ability.

### HIGH-VALUE TARGET (Ex)

With a simple command, the strategist is able to focus the full might of her squad. At 7th level, the strategist can designate a high value target by giving an attack squad command as a full-round action. The target must be within 60 feet of the general. For the duration of the attack command, the squad receives a +2 enhancement bonus on attack and damage rolls. At 11th level, and every 4 levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level. This ability relies upon squad command and replaces harrying commander.

### LASTING ORDER (Ex)

At 9th level, the enhancement bonuses from high value target last for one round after the attack command ends. If high value target is used multiple times in a row, the bonuses do not stack. This ability replaces lead the charge.

## TACTICIAN

While other generals are inspiring orators or intimidating tyrants, the tactician is a genius on the battlefield. People follow her because when it comes to battle, it's safest and most effective to have the most cunning and effective commander around.

### GENIUS IS EVERYTHING (Ex)

A tactician gives strategic briefings, rather than motivational speeches, and she uses her Intelligence modifier, rather than her Charisma modifier, to determine how many of them she can perform in a day. This ability replaces battlefield acumen.

### INCREDIBLE TACTICS (Ex)

At 5th level, a tactician gains the ability to grant a bonus tactic from the great leader ability 6 levels early. At 11th level, she can swap which bonus tactic she is granting once per mass combat. This ability replaces famed general.

### FLEXIBLE TRAINING (Ex)

Starting at 8th level, the tactician has trained her squad for two different sets of tactics, with her squads learning how to cover multiple roles. The tactician can choose two legal sets of extraordinary tactics, and she can spend 1 hour of practice with her squad to switch between them. As she gains more extraordinary tactics, she continues to grow both of her sets. At 13th level, she only needs to spend 30 minutes of practice to switch

between her two sets. At 18th level, she only requires a single minute to switch between her two sets. This ability replaces convincing greatness.

### CONTINGENCY PLAN (Ex)

At 15th level, the tactician plans four steps ahead. She can spend 1 hour in concentration to roll a Profession (soldier) check with a DC of 30. If she succeeds, she has developed a contingency plan. At any time, she can ready an action to deploy her contingency plan, which, when triggered allows her to grant any ally, including her squad, an extra standard or move action. Once the readied action is triggered, she has expended the contingency plan and needs to formulate another. She can only have one of these special contingency plans in existence at a time. This ability replaces destined greatness.

## TYRANT

Fear is a tool. It can be as protective as plate mail and as penetrating as a quarrel in flight. The tyrant realizes that it is more effective for a general to be feared than loved.

### COMMAND SKILL (Ex)

The tyrant gains the command skill ability except she uses Intimidate instead of Profession (soldier). When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.

### TRAUMATIC FEAR (Ex)

The tyrant understands how to strike fear into the hearts of others that persists in their nightmares; after all, she practices this technique on her own squad every day. When the tyrant uses Intimidate to force a creature to act friendly towards her, she adds her class level to the number of minutes the creature remains friendly. While the victim becomes resentful afterwards as normal, the next time the victim sees the tyrant again, he must succeed at a Will save (DC 10 + 1/2 the tyrant's general level + the tyrant's Charisma modifier) or become temporarily friendly again without any effort on the general's part. The tyrant gains a +1 insight bonus on attack rolls against enemies that she has demoralized. This ability replaces battlefield acumen.

### SCARE TACTICS (Ex)

When sent as envoy to negotiate a diplomatic edict via intimidation, a tyrant gains a +5 bonus on the check. This ability replaces famed general.

### NIGHTMARE STRIKE (Ex)

At 8th level, the tyrant can use her squad to menace her foes. Whenever the tyrant gives the attack command, as an immediate action, she can use to Intimidate

to demoralize a creature her squad successfully hits within the next round. This ability replaces convincing greatness.

### FRIGHTFUL PRESENCE (Ex)

Lesser foes dare not fight against the tyrant and her squad. At 15th level, whenever the tyrant or her squad attacks, any hostile creature that has a CR less than or equal to half the tyrant's general level within 30 feet must succeed at a Will save or become shaken for 1d4 rounds. If the creature fails the save by 10 or more, it becomes panicked for an equal time instead. The DC of this save is equal to 10 + 1/2 the tyrant's general level + her Charisma modifier. A creature that succeeds at this save is immune to the tyrant's frightful presence for 24 hours. This ability replaces destined greatness.



## WARBRINGER

Some generals fight for principles, to defend their homeland, or to make peace, but for a warbringer, war is in her blood, and she wouldn't know what to do with herself if there weren't battles to fight and enemies to crush. The soldiers who follow her share in her unquenchable bloodlust.

### COMMAND SKILL (Ex)

The warbringer gains the command skill ability, except she uses Intimidate instead of Profession (soldier). When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.



## BLOOD RAGE (EX)

The warbringer's love of war and blood can strengthen her during battle. When she is not fatigued or exhausted, she can enter and leave a blood rage as a free action, for a number of total rounds per day equal to her warbringer level + her Charisma modifier. While in a blood rage, she gains a +2 morale bonus to Strength, temporary hit points equal to her level, a +1 morale bonus on Will saves, and a -2 penalty to AC. She cannot cast spells or use any abilities that require patience or concentration. The temporary hit points last until used up, or until she ends the blood rage, whichever comes first. After it ends, she is fatigued for twice the number of rounds she was enraged. This ability does not count as a barbarian's rage for the purpose of meeting requirements. This ability replaces battlefield acumen.

## NEVERENDING WAR (EX)

At 5th level, a warbringer's grip on her nation's military leads to a policy of endless bloodshed. While she serves as the general of a kingdom, that kingdom cannot adopt the peaceful or pacifist levels of militarism, and the percentage of the total population the kingdom can force to serve in the military increases by 50%. This ability replaces famed general.

## ENERGIZING DEATH (EX)

At 8th level, any time during an encounter that the warbringer or her squad kills an opponent whose CR is no less than the warbringer's level -3, the warbringer gains a +1 morale bonus on damage rolls, Strength checks, and Strength-based skill checks and DR 2/— (which stack, to a maximum of +5 and DR 10/—). Each round that she and her squad do not kill such an opponent, the bonus decreases by 1 and the DR decreases by 2. This ability replaces convincing greatness.

## CHAOS OF ME (EX)

At 15th level, a warbringer brings the chaos of war with her wherever she goes. She projects a 30-foot-radius aura that has the same effect as her squad's chaos of combat ability. If a creature is both within her aura and affected by the squad's chaos of combat, increase the DC of concentration checks and Will saves for that creature by 5. This ability replaces destined greatness.

# THE HORDELORD (ALTERNATE CLASS)

The hordelord sends forth groups of undead to do her nefarious bidding.

**Alignment:** any evil

**Hit Die:** d8

**Starting Wealth:** 5d6 x 10 gp (average 175 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The hordelord's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

**Skill ranks per level:** 4 + Int modifier

TABLE 8-5: HORDELORD CLASS FEATURES

LVL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Channel negative energy, horde command, zombie horde
2nd	+1	+3	+0	+3	Fell tactic, path of depravity
3rd	+1	+3	+1	+3	
4th	+2	+4	+1	+4	Fell tactic
5th	+2	+4	+1	+4	
6th	+3	+5	+2	+5	Fell tactic
7th	+3	+5	+2	+5	
8th	+4	+6	+2	+6	Fell tactic
9th	+4	+6	+3	+6	Path of depravity
10th	+5	+7	+3	+7	Fell tactic
11th	+5	+7	+3	+7	
12th	+6	+8	+4	+8	Fell tactic
13th	+6	+8	+4	+8	
14th	+7	+9	+4	+9	Fell tactic
15th	+7	+9	+5	+9	Arise
16th	+8	+10	+5	+10	Fell tactic, path of depravity
17th	+8	+10	+5	+10	
18th	+9	+11	+6	+11	Fell tactic
19th	+9	+11	+6	+11	
20th	+10	+12	+6	+12	Descent to undeath, fell tactic

# CLASS FEATURES

The following are class features of the hordelord.

## ARMOR AND WEAPON PROFICIENCY

A hordelord is proficient with simple weapons, scythes, and light armor. She can cast hordelord spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hordelord wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass hordelord still incurs the normal arcane spell failure chance for arcane spells received from other classes. This modifies the armor portion of the Armor and Weapon Proficiency ability.

## ZOMBIE HORDE

At 1st level, the hordelord gains a zombie horde consisting of 6 humanoid zombies of the same original race as the hordelord. The horde acts in aggregate, with no single member more important than the rest. The statistics and rules for the hordelord's zombie horde are described in [The Zombie Horde](#) below.

## CHANNEL ENERGY (SU)

The hordelord gains channel energy, as a cleric of her level. She can only channel negative energy with this ability. She does not need to present a holy symbol to channel energy.

## COMMAND UNDEAD

The hordelord gains Command Undead as a bonus feat, using her hordelord level as her cleric level for determining all effects. For any abilities or feats that modify or require Command Undead, the hordelord also treats her class level as her cleric level.

## FELL TACTICS

The hordelord gains the extraordinary tactic ability of the general, except as listed below. The extraordinary tactics are not tactics, but instead are behaviors that the hordelord infused her zombies with, granting special power that mimics the capabilities of normal extraordinary tactics. The hordelord cannot select the following extraordinary tactics: crossbow volley tactics, fluid tactics, holy strike, hunter tactics, long spear tactics, or skilled tactics. The hordelord can select from the following additional fell tactics.

*Fearful presence tactics:* The hordelord modifies her zombie horde to be more fearsome to those within range of the horde. Creatures affected by the zombie horde's chaos of combat also take a -2 penalty on saving throws against fear effects and the DC to demoralize such creatures is reduced by 2.

*Necrophage tactic:* The necrophage fell tactic infects the horde with a ravenous appetite for flesh. As a full-round action, the horde can devour a corpse that is in a square it occupies. This gives the horde 1 temporary hit point per hit die of the corpse and increases the Strength of the horde by +2. The temporary hit points last for 1 minute or until used up, and the increase to Strength lasts for 1 minute. Each additional time this fell tactic is selected the amount of temporary hit points gained increases by 1d6.

*Negative energy conduit tactic:* The negative energy conduit fell tactic infuses the horde with a bit of the hordelord's negative energy. As a standard action, the horde can channel negative energy around themselves, using the hordelord's channel energy ability and any modifications to it. This can only be used to harm the living. The tactic uses up two uses per day of the hordelord's ability and the DC to resist the channel energy and any other related effects is reduced by -2.

# SPELLS

At 1st level, the hordelord gains the ability to cast certain spells. A hordelord casts arcane spells drawn from the necromancy school, any spells with the death or fear descriptors. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, the hordelord must have a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against the hordelord's spell is 10 + the spell level + the hordelord's Charisma modifier. Like other spellcasters, the hordelord can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on [Table 8-6](#). In addition, she receives bonus spells per day if she has a high Charisma score.

A hordelord's selection of spells is extremely limited. A hordelord begins play knowing 4 cantrips and two 1st-level necromancy, death-, or fear- descriptor spells of the hordelord's choice. If a spell she can learn is at different spell levels for different classes, use the following order to determine which spell level to use: sorcerer/wizard, cleric/oracle, witch, shaman, and druid. The hordelord cannot learn a spell unless at least one class receives the spell at spell level 6 or lower. Any spells that require a divine focus instead have a somatic component, if they did not already. At each new hordelord level, she gains one or more new spells, as indicated in [Table 8-7](#). (Unlike spells per day, the number of spells a hordelord knows is not affected by her Charisma score. The numbers on [Table 8-7](#) are fixed.)

Upon reaching 5th level, and at every third hordelord level after that (8th, 11th, and so on), a hordelord can choose to learn a new spell in place of one she already knows. In effect, the hordelord "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level

hordelord spell the hordelord can cast. A hordelord may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A hordelord need not prepare her spells in advance. She can cast any spell he knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

## CANTRIPS

Hordelords learn a number of cantrips, or 0-level spells, as noted on [Table 8-7](#). These spells are cast like any other spell, but they do not consume any slots and may be used again.

The hordelord can choose from the following cantrips, as well as any 0-level spells of the necromancy school: *bleed*, *detect magic*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *touch of fatigue*.

**TABLE 8-6: HORDELORD SPELLS PER DAY**

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	2	—	—	—	—	—
4th	2	1	—	—	—	—
5th	2	2	—	—	—	—
6th	2	2	—	—	—	—
7th	3	2	1	—	—	—
8th	3	2	2	—	—	—
9th	3	2	2	—	—	—
10th	3	3	2	1	—	—
11th	3	3	2	2	—	—
12th	3	3	2	2	—	—
13th	4	3	3	2	1	—
14th	4	3	3	2	2	—
15th	4	3	3	2	2	—
16th	4	4	3	3	2	1
17th	4	4	4	3	2	2
18th	4	4	4	4	3	3
19th	4	4	4	4	4	3
20th	4	4	4	4	4	4

**TABLE 8-7: HORDELORD SPELLS KNOWN**

LVL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—

9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

## HORDE COMMAND (Ex):

At 1st level, the hordelord gains the ability to command her horde to greater effect. As a standard action, she can issue an attack command. Until the beginning of her next turn, her horde's base attack bonus is treated as equal to the hordelord's level. For the purposes of qualifying for feats, the horde uses its normal base attack bonus, but for purposes of determining the effects of feats, the horde uses the modified base attack bonus. In addition, the horde gains a bonus on damage rolls equal to one fourth of the hordelord's class level and increases the DCs of any fell tactics by +1. These bonuses last until the beginning of the hordelord's next turn.

At 3rd level, she can instead issue a swarm command as a standard action. When she issues this command, the horde can attack wildly in all directions as a standard action, dealing damage equal to the hordelord's class level to all creatures and unattended objects within reach.

At 6th level, she can instead issue a support command as a swift action. When she issues this command, the horde focuses on supporting the general. Against any enemy her horde threatens, the hordelord gains a +1 bonus on attack rolls. This bonus increases to +2 at 11th level, +3 at 16th level, and +4 at 20th level. This does not require an action from the horde.

## PATH OF DEPRAVITY

There are many paths to mastery of undeath, and each hordelord follows one best suited for her individual goals. At 2nd level, the hordelord chooses a single path of depravity. This path grants her a number of special abilities as she gains levels. See page 245 for the list of [paths of depravity](#).

## ARISE (Su)

At 15th level, the hordelord is able to weave her own negative energy with the animating principles of the reanimation spells. Once per day, when the hordelord channels negative energy to harm and kills a creature with it, one creature killed rises at the beginning of the zombie horde's next turn as if it was affected by the *lesser animate dead* spell and joins the zombie horde, granting a fell tactic of the hordelord's choice.

that the horde qualifies for. After a minute, the risen zombie crumbles to dust, removing the fell tactic from the horde.

## DESCENT TO UNDEATH (EX)

The hordelord's transformation is complete. At 20th level, the hordelord's type turns to be undead, and she applies a single undead template to herself. If the template requires additional preparation, like becoming a lich, she must have completed said preparation before selecting the template. Once the template is selected, it cannot be changed.

# THE ZOMBIE HORDE

At 1st level, the hordelord gains a zombie horde consisting of 6 humanoid zombies of the same original race as the hordelord. The horde acts in aggregate, with



no single member more important than the rest. The statistics of the hordelord's horde follow a set guideline and advance as she levels up. The horde is something of an abstraction, in that the component zombies that make up the horde are mostly irrelevant; only the horde as a whole matters for the purposes of combat. The horde gains all the traits of the undead type. While the constituent members are mindless, the horde as a whole still feats.

The horde is not subject to flanking or the massive damage optional rule, but it is subject to critical hits and sneak attacks. Reducing the horde to 0 hit points or fewer causes it to break up, effectively destroying the horde, though the damage taken until that point does not degrade its ability to attack or resist attack.

The horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The horde makes saving throws as a single creature. The horde initially occupies 3 squares, though the actual size category of the horde is the same as that of the component zombies. The area occupied by the horde is completely shape-able, though the horde must remain in contiguous squares at all times, even during movement, to accurately reflect a zombie horde. The horde has a reach equal to that of the component zombies, based on size. The horde can move through squares occupied by enemies and vice versa without impediment, although the horde provokes an attack of opportunity if it does so. The horde can move through any area large enough for its component creatures. The exact number of a horde's component creatures varies based on the level of the hordelord and some other factors but is generally equal to 2 or 3 times the numbers of squares the horde takes up.

The horde is never staggered or reduced to a dying state by damage; it simply disperses instead.

The horde cannot be dragged, pushed, repositioned, tripped, grappled, or bull rushed, except by area effects that include such combat maneuvers (like *black tentacles*). However, a horde can grapple an opponent, and this does cause the horde to gain the grappled condition.

Hordes are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the horde, and the horde uses up a number of targets equal to the number of soldiers in the horde. At the GM's discretion, the horde may be partially hindered by a spell that targets a high number of its members; for instance, if the horde fails a saving throw against an effect that would daze most of the soldiers in the horde, the GM might rule that part of the horde is affected by the spell or that the horde loses the benefits of its extraordinary tactics for the duration of the effect or until the hordelord spends some actions to rally her horde.

The horde takes half again as much damage (+50%) from spells or effects that affect an area. If a horde would be rendered unconscious by means of nonlethal damage, it disperses, just as it does from lethal damage.

For every 20% of their maximum hit points in damage the zombie horde takes during an encounter, the horde loses one zombie. Zombie loss does not reduce the base fighting capacity of the horde. At a GM's discretion, more zombies can be lost.

So long as the horde has at least the minimum number of zombies in it equal to the minimum number in the zombies column for the hordelord's level, the horde takes no penalties. If the horde has less zombies than the minimum number, the horde loses all benefits of fell tactics until its numbers are replenished. If the horde has fewer zombies in it than 1-1/2 times the number of squares the horde occupies, it is treated as dispersed until the hordelord replenishes the number of zombies in the horde.

Some abilities of the hordelord allow her to sacrifice members of her horde. When this happens, she selects one zombie within her horde and severs the negative energy that was allowing it un-life. The selected body turns to dust instantly, and it reduces the number of zombies in the horde by 1.

The hordelord replenishes the zombies in her horde through a specialized ritual that is like *animate dead*. This ritual takes 1 minute to perform and requires the body to be reanimated and an onyx gem worth 25 gp per 4 levels of the hordelord (minimum 25 gp). Upon completion, the zombie rises and joins the horde as a

member. Regardless of the size and shape of the original corpse, the zombie arises as a humanoid zombie. At GM's discretion, larger sized corpses could arise as multiple zombies. If her horde of zombies is at the maximum allowed amount, the hordelord cannot use the ritual until there is room in the horde.

When the hordelord gains a level where the minimum number of zombies in her horde increases, she gains those additional zombies for free, so long as there are corpses that can be used.

The horde attacks with a variety of claws, bites, slams, and decrepit weapons, so the horde attack as a whole counts as the following weapon:

MARTIAL MELEE WEAPON	DMG	CRIT	RANGE	TYPE	SPECIAL
Horde Attack	1d8	x2	—	B, P, and S	—

This weapon counts as a two-handed weapon (and counts as a weapon for feats like Weapon Focus). If the hordelord has selected a fell tactic that gives a new option for the horde attack, the horde can change between types of horde attacks as a move action. If it shapes itself appropriately, the horde can flank an enemy with itself, and it takes no penalty for attacking creatures within its space. The horde can make combat maneuvers as normal.

The horde threatens all creatures within its reach and within its area, and it can attempt attacks of opportunity as normal with its horde weapon attack.

TABLE 8-8: ZOMBIE HORDE BASE STATISTICS

CLASS LEVEL	HD	BAB	FORT	REF	WILL	FEATS	ARMOR BONUS	STR/CHA BONUS	SQUARES	ZOMBIES
1st	1	+0	+0	+2	+0	1	+1	+0	3	6-9
2nd	2	+1	+0	+3	+0	1	+2	+1	3	6-9
3rd	3	+2	+1	+3	+1	2	+3	+1	3	6-9
4th	4	+3	+1	+4	+1	2	+4	+1	3	6-9
5th	5	+3	+1	+4	+1	3	+5	+2	4	8-12
6th	6	+4	+2	+5	+2	3	+6	+2	4	8-12
7th	7	+5	+2	+5	+2	4	+7	+2	4	8-12
8th	8	+6	+2	+6	+2	4	+8	+3	4	8-12
9th	9	+6	+3	+6	+3	5	+9	+3	4	8-12
10th	10	+7	+3	+7	+3	5	+10	+3	5	10-15
11th	11	+8	+3	+7	+3	6	+11	+4	5	10-15
12th	12	+9	+4	+8	+4	6	+12	+4	5	10-15
13th	13	+9	+4	+8	+4	7	+13	+4	5	10-15
14th	14	+10	+4	+9	+4	7	+14	+5	5	10-15
15th	15	+11	+5	+9	+5	8	+15	+5	6	12-18
16th	16	+12	+5	+10	+5	8	+16	+5	6	12-18
17th	17	+12	+5	+10	+5	9	+17	+6	6	12-18
18th	18	+13	+6	+11	+6	9	+18	+6	6	12-18
19th	19	+14	+6	+11	+6	10	+19	+6	6	12-18
20th	20	+15	+6	+12	+6	10	+20	+7	6	12-18

# ZOMBIE HORDE STATISTICS

Speed: 20 ft

Ability Scores:

STR	DEX	CON	INT	WIS	CHA
15	13	—	—	12	14

## HORDE SKILLS

A horde has d8 HD. The horde has no skill ranks per level. The horde's class skills are Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex)

## HORDE FEATS

The necromantic energy connecting the hordelord to her horde allows it to act as if it had a small spark of intelligence. It may select feats from the following list: Agile Maneuvers, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Toughness, Weapon Finesse, and Weapon Focus.

**Class Level:** This is the character's hordelord level.

Only levels in the hordelord class count for the purposes of the horde's abilities.

**HD:** This is the total number of eight sided (d8) Hit

Dice the horde possesses, each of which gains a Charsima modifier, as normal.

**BAB:** This is the horde's base attack bonus.

**Fort/Ref/Will:** These are the horde's base saving throw bonuses. A horde has good Reflex saves.

**Feats:** This is the total number of feats the horde possesses. Even though most of the horde is mindless, they still possess feats, **albeit from a restricted list.**

**Armor Bonus:** The horde has an armor bonus to AC equal to the number in this column.

**Str/Cha Bonus:** Add this modifier to the horde's Strength and Charisma scores.

**Squares:** This is the maximum number of squares the horde can occupy.

**Zombies:** This is the range of number of zombies in the horde.

**Ability Score Increases:** A horde adds +1 to one of its ability scores at 4th level and every 4 levels thereafter.

**Chaos of Combat:** Starting at 1st level, spellcasting



or concentrating on spells within the area of a horde or within its reach requires a concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save (failure indicates that the character still spends the action, but automatically fails).

## PATHS OF DEPRAVITY

### PATH OF THE MASTER

Hordelords on the path of the master desire the means to drown their enemies in seas of undeath. Their abilities focus on enhancing their horde to cause their foes to tremble in fear.

#### TRUE HORDE (Ex)

At 2nd level, the maximum size of the hordelord's zombie horde increases by 2 zombies and 1 square. At 6th level and every 4 levels thereafter (6th, 10th, 14th, and 18th) the maximum size of the zombie horde increases by an additional 2 zombies and 1 square.

#### TRAMPLED UNDERFOOT (Ex)

At 9th level, the zombie horde gains the *trample* ability and deals 2d6 + 1-1/2 times the zombie horde's Strength modifier on a successful trample.

## REPLENISHING HORDE (Su)

At 16th level, twice per day the hordelord can use the ritual to add a new basic zombie to her horde as a standard action, without the need for an onyx gem. At 18th and 20th level, she can use this ability one additional time per day. Other requirements still apply.

## PATH OF THE NIGHT

Hordelords of the night focus on the necromatic effects they can inflict upon others, fascinated with the myriad possibilities.

## NECROTIC MAGIC (Su)

At 2nd level, the hordelord can sacrifice a member of her zombie horde to more easily modify her spells. Whenever the zombie horde is within 30 feet of the hordelord and she casts a spell modified by metamagic, she can choose to divert the sustaining negative energy of a single zombie in her zombie horde to her spell. This destroys the selected zombie, but the metamagic spell does not have the increased casting time it would normally have.

## FELLSURGE (Su)

At 9th level, the hordelord can harness the latent negative energy of her horde in such a way as to enhance her spells. As a swift action, she can command the horde to support her spellcasting. On their next turn, as a full-round action, the zombie horde can focus its negative energy towards the hordelord, increasing the DC of the next spell she casts before the beginning of the zombie horde's next turn by 1. At 14th level, the bonus to the DC of the spell increases to 2, and at 18th level, the bonus to the DC increases to 3. The hordelord must be within 30 feet of the zombie horde to gain the increase to her spell's DC.

## FRIGHTFUL MAGIC (Su)

Whenever the hordelord casts a necromancy spell against a target currently within her horde's chaos of combat, she can choose to cause the target to be shaken unless they succeed at a Will saving throw whose DC is equal to DC of the spell she cast. This effect occurs after the spell is resolved. If the spell does not affect the target, through a saving throw on a spell whose effects are negated, spell resistance, or other effects, the target cannot be shaken by this.

## PATH OF THE REAPER

Hordelords that follow the path of the reaper feast upon the fleeting souls.

## REAPING (Ex)

The hordelord's base attack bonus from hordelord levels is equal to 3/4ths their class level, same as the general for any given level. The hordelord gains Weapon Focus (Scythe) as a bonus feat and starts the game with a scythe.

## DEADLY JUGGERNAUT (Sp)

At 9th level, as a standard action, the hordelord can gain the effects of the *deadly juggernaut*<sup>UC</sup> spell for a number of minutes per day equal to her hordelord level. This time need not be consecutive but must be spent in 1-minute increments. The bonuses gained from the spell reset each separate time it is activated.

## ...WHAT YOU'VE SOWN (Su)

The hordelord's zombie horde becomes a tool of vengeful might. At 16th level, when an enemy attacks and misses the zombie horde, they provoke an attack of opportunity from the horde. For this attack of opportunity, the zombie horde's troop weapon attack has a critical threat range of 19-20/x4.

# FEATS OF COMMAND

The following feats complement the general and her squad but are available to all who can meet the prerequisites.

## DRILLED MANEUVER (COMBAT)

You've spent many hours with your compatriots in arms practicing the use of certain maneuvers against foes, allowing you to better utilize your overall size to overwhelm your foes.

**Prerequisites:** Base attack bonus +4, must be a troop, the Improved feat for one combat maneuver (e.g. Improved Sunder or Improved Trip).

**Benefit:** Select one combat maneuver whose Improved feat you used to qualify for this feat. When using this combat maneuver against a foe, you receive a +1 bonus for each additional square of the troop threatening the foe (maximum +3) on the combat maneuver check against the foe.

## EXTRA EXTRAORDINARY TACTIC

You've taught your troop an additional extraordinary tactic.

**Prerequisite:** Extraordinary Tactic class feature



**Benefit:** You gain one additional extraordinary tactic. You must meet all of the prerequisites of this extraordinary tactic, including that you cannot select the same extraordinary tactic more than once per four general levels.

**Special:** You can take this feat multiple times, but it can only be taken once for every five general levels you possess.

### FLAGBEARER

When brandishing a flag adorned with the standard of an organization you owe allegiance to, you inspire nearby members of the same allegiance.

**Prerequisite:** Cha 15

**Benefit:** As long as you hold your clan, house, or party's flag, members of that allegiance within 30 feet who can see the flag (including yourself) gain a +1 morale bonus on attack rolls made as part of attacks of opportunity, weapon damage rolls made as part of attacks of opportunity, and saving throws against fear effects. You must hold the flag in one hand in order to grant this bonus. If the standard is taken by the enemy or destroyed, this bonus becomes a penalty, affecting all creatures that the bonus previously affected for 1 hour (or until you reclaim the lost flag).

### FOCUSED TACTICS

By focusing on your trained tactics, enemies find it harder to concentrate around you.

**Prerequisites:** Must be a troop, must possess at least 1 extraordinary tactic that grants a swift action.

**Benefits:** Any round in which you spend a swift action on an extraordinary tactic that requires a swift action, the DCs of the concentration check and Will saving throw as part of chaos of combat increase by +1.

### HARASSING COMMANDER (COMBAT)

You are able to take advantages of openings your troops make due to your orders, striking out with your own expertise to further punish your foes.

**Prerequisites:** At least one other combat feat, at least one teamwork feat, harrying commander class feature.

**Benefit:** When using the harrying commander ability, you can apply one other combat feat you possess to the troop's attacks against the enemy. The troop must meet the prerequisites of this feat, but otherwise they use the feat as if they possessed it, and can choose whether or not to use it. The feat must have been one you could've used with the weapon you chose to grant the bonuses of to the troop.

For example, if the troop possessed the Power Attack feat and you had selected a melee weapon for harrying commander, you could grant Improved Sunder to the troop.

### IMPEDING CHAOS OF COMBAT (COMBAT)

You and your compatriots in arms are able to direct your miscellaneous attacks better, imposing difficulties on those who would punish your allies.

**Prerequisites:** Must be a troop.

**Benefits:** Enemies that fail a DC 20 Will saving throw against your chaos of combat take a -1 penalty on attack rolls made as part of attacks of opportunity until the beginning of your next turn.

### IMPROVED HARASSING COMMANDER (COMBAT)

With your guidance, your troop is able to provoke openings in the defenses of your foes, allowing you to overpower the foe.

**Prerequisites:** At least two other combat feats, base attack bonus +9, Harassing Commander, harrying commander class feature.

**Benefit:** When using your harassing commander feat, you can apply you two combat feats (other than harassing commander and this one) to your troop's attacks against the enemy. The troop must meet the prerequisites of these feats, but the feats can help the troop meet the prerequisites for each other. All other restrictions of harassing commander still apply.

For example, if the troop possessed the Power Attack feat and you had selected a melee weapon for harrying commander, you could grant both Improved Sunder and Greater Sunder to the troop.

### LASTING TACTICS (COMBAT)

The tactics your general has instilled into you and your compatriots in arms last a bit longer than normal when under the general's guidance.

**Prerequisites:** Base attack bonus +4, must be a troop, general must be able to give the attack troop command, Focused Tactics, troop must possess at least one extraordinary tactic that grants a swift action.

**Benefit:** When you are under the effects of your general's attack troop command, the benefits of any



extraordinary tactic you use that turn last until the end of your next turn.

**Special:** If you can activate an extraordinary tactic that normally requires a swift action as a move action and does so, its duration is also extended until the end of the your next turn.

## LINGERING STRATAGEM

Your brilliance allows your strategies to last a bit longer.

**Prerequisite:** Int 15, Genius stratagem class feature, at least 3 genius stratagems.

**Benefit:** The benefits of your genius stratagems continue for 1 round after the duration expires or after you used genius stratagem again. For example, if you use the bulwark genius stratagem on an ally, and only one round has expired, if you used logistical mastery on another ally, the first ally would still benefit from bulwark for one more round.

## PREVAILING TACTICS

You and your compatriots in arms have internalized some of the lessons of your general, granting constant access to one of your general's instilled tactics.

**Prerequisites:** Base attack bonus +14, Focused Tactics, Lasting Tactics, must be a troop, must possess at least 1 extraordinary tactic that grants a swift action.

**Benefit:** Select a single extraordinary tactic you possess that grants and requires a swift action to use. This extraordinary tactic no longer requires an action on your part to activate, and is considered to always be on. Once chosen, this extraordinary tactic cannot be changed.

## SMALL UNIT TEAMWORK

You and your troop have practiced how to best utilize a specific aspect of teamwork.

**Prerequisites:** Troop class feature, you and your troop must both have at least 1 same teamwork feat.

**Benefits:** The troop does not have to select you each round for you to gain the benefits of the teamwork feats you both possess.

## STRATEGIC LOCATION

You can ascertain and explain the strategic importance of an area to your allies, granting them bonuses for utilizing the terrain.

**Prerequisites:** Int 13, Genius stratagem class feature.

**Benefit:** As a standard action, you can designate a single square within 30 feet of you, select one genius stratagem you possess, and tell your allies about the stratagem selected and the strategic importance of the square selected. The next ally, other than yourself or your troop, who moves through the designated square gains the benefit of the genius stratagem as if you had just used the ability on the ally. The ally must have heard

and understood the stratagem to gain the benefit from it. If another genius stratagem is in effect, it immediately ends. If no ally enters the square in a minute since you've designated it, the square no longer grants the stratagem. Unlike the normal genius stratagem, this can be used prior to combat, as it relies on surveying the battlefield and identifying opportune locations.

## STRATEGIC RETREAT (COMBAT)

When retreating, you are able to slip through your enemies reach easier.

**Prerequisite:** Dex 13

**Benefit:** When taking the withdraw action, like the first square you leave, the second square you leave is not considered threatened by any opponent you can see.

## WITHHELD STRIKES (COMBAT)

You and your compatriots in arms are able to swarm your foes with precision missing from lesser troops.

**Prerequisites:** Must be a troop, general must be able to give the swarm troop command.

**Benefit:** When making a swarm attack, you can choose to exclude any enemies or objects from receiving damage.

# GENERALS AND THE LEADERSHIP FEAT

The *Leadership* feat is already a potent one, granting a powerful cohort to the PC alongside an ever-growing cadre of low-level followers. In some ways that would make it a natural complement to the capabilities of the general class. While not every character with the knack for leadership can master the specialized training and coordination that a general enjoys with her squad, taking this feat can bridge the gap between simply having a sidekick and soldiers or servants and the military science and cunning of a general.

**Enhanced Recruitment:** The general treats settlements as if they were one size larger for the purpose of squad recruitment, as described in *Table 8-3*.

**Multiclassed Generals:** For the purpose of her squad's base statistics, as described in *Table 8-4*, the general's class level is considered to be 4 levels higher than her actual class level, up to a maximum equal to her total character level. This improves the squad's base statistics but does not grant additional stratagems, squad tactics, or other class features of the general class.

**Swift Replenishment:** When the general succeeds on an acquisition check to replenish the hit points of her squad, the squad regains 20% of its maximum hit points, plus 20% for every 5 points by which she exceeds the DC.



CHAPTER 9

Sample  
Kingdoms and  
Organizations



# AALARTHIEN

**T**HE QUEENDOM OF AALARTHIEN WAS ESTABLISHED by Queen Jasmine Aalart after she conquered a lawless stretch of wilderness that was formerly the domain of bandits. The queendom grew over the last 20 years as more external threats were defeated. One neighboring kingdom sought to undermine Aalarthien in an effort to take control, but Queen Jasmine, leading her armies with genius stratagems was able to defeat her rival. In showing those people the wickedness of their previous ruler, Aalarthien swelled in population and power as it welcomed former enemies as countryfolk.

## GEOGRAPHY

Aalarthien is a country that consists primarily of temperate lightly wooded hills and a multitude of rivers. There are high mountains that make up the eastern border, and a dense forest to the west. The northern and southern borders of Aalarthien are marked predominantly by rivers. Most of the kingdom is rural, with forts marking older borders. In addition to the rich farmland throughout, the foothills into the mountains have mineral resources, and logging is commonplace in the west. Settlements, such as Rook's Roost and Bishop's Hold, are named after chess features. The capitol, Queenside, is a major urban center presided over by a fortress palace. There is a port on Turtlemere Lake that flows into the Elkhorn River offering swift passage to distant countries. Queenside is a center of arts, fashion, and trade. The queen is known to patronize jewelers and tapestry weavers, among other artists.

## GOVERNMENT

Aalarthien is ruled by Queen Jasmine, and she has formed a diverse council of individuals to advise her. Law and order are firm tenants in Aalarthien and even government officials in positions of power are not exempt. Queen Jasmine embodies the notion of noblesse

oblige, truly trying to ensure the wellbeing of all of her subjects. The government has been generally successful seeking peaceful contact with other countries, and the Queen has no interest in expanding into her peacefully ruled neighbors.

## INHABITANTS

The people of Aalarthien are mostly human, but anyone willing to live by the laws and treat their neighbors with respect are welcome. Many of the native inhabitants of the land who were willing to work with the kingdom were incorporated into it. This even includes kobolds and lizardfolk with whom Queen Jasmine was able to negotiate peace with! The majority of the citizens have seen a rise in security and stability. Banditry and other lawlessness is quite rare; citizens are able to appeal for justice should they feel they are being mistreated.

## ADVENTURE HOOKS

There are many ruins throughout Aalarthien from previous attempts at establishing a lasting country in the area. Adventuring groups built frontier strongholds in the wilderness and other nations attempted colonies, all long abandoned...though hardly vacant. The humanoid tribes in the area eschewed their old shrines since joining the queendom, although some whisper of old cults still active in the shadows. More established countries might seek to bring this young and prosperous land under their control.

**Alignment:** Lawful good

**Capital:** Queenside

**Ruler:** Queen Jasmine Aalart

**Government:** Monarchy

**Demonym:** Aalarthien

**Adjective:** Aalarthien

**Languages:** Common, Draconic

**Religions:** Goddess of Strategy, Deities of Law and Good

.....  
**Tim Mace**



# THE AL-SABAH

*"The dreaded Al-Sabah? Yes acolyte, I know the name. Now carry my books and let us hurry a bit faster. They are the slithering clutch of thugs wielded by the Grand Temple of Set. Certainly, I have heard of their exploits, but I think them tall tales made up by the Setites and overprotective wetnurses. I mean, no one has seen one and I would think that if one of their spies was in my presence I would... Gah! I... can't breathe! My blood... it feels afire! What have you done to me?"*

*"Ammon Jabare sends his regards."*

The Al-Sabah, or "Steel Serpents" as they are known in the common tongue, are a sect of mystic monk-assassins who serve the high temple of Set as mercenaries and hired killers. Their whispered name is often just as dangerous as the blade that deals the fatal blow. That fearsome reputation having been handed down in legend for centuries, if not millennia. They exist to remove those that the high temple of Set deems to have wronged them, and their skill at such tasks is legendary, blending martial skill with the mystic talents of the dark and the deadliness of a serpent's kiss.

## GOALS: TO QUENCH THE LIGHT

The Al-Sabah exist only to serve as the hand of doom to those enemies of the Grand Temple of Set. They take great pleasure in the slow desecration and destruction of those of good alignment and power, particularly clerics and paladins of good deities. Most often they serve to seek out and destroy priests of Osiris, but any who threaten the strength of Set can earn their enmity.

## ALIGNMENT: NEUTRAL EVIL

The Al-Sabah are evil through and through. They have no compunctions about who they kill so long as their foes are opponents of the church. Their methods are nefarious and cunning, often using poison and tactics that prey upon their foes' own code of morality to draw them out.

## LEADER

Ammon Jabare, known as the Spitting Viper, is the official master of the Al-Sabah. He is responsible for maintaining the secrecy of the Viper's Nest, their elusive temple complex devoted to Set, along with the tutelage



of future assassins who must endure a rigorous regimen of training to learn the skills of the steel serpents. Only the most capable are chosen for the great honor, and many do not survive the training at all.

## METHODOLOGY

The Al-Sabah are skilled monk-assassins as capable in a fight as other militant organizations, but they choose to work from the cover of night or striking from the shadows.

The Steel Serpents know that to present themselves on a battlefield is to open themselves to destruction or capture. To allow their faces to be seen is to give form to their order. They know that fear is their most potent tool, and prey upon it.

By far, most victims of Al-Sabah come from assassination, poisoning or abduction. A deadly strike from a poisoned dagger only to disappear in a crowd, a venomous snake hidden in the target's bed or belongings, commonly used items coated with contact poison, all are hallmarks of the Steel Serpents.

## GOOD CLASS CHOICES

Fighter, Monk, Ranger, Rogue

## CHALLENGING CLASS CHOICES

Barbarian, Bard, Cleric, Druid, Paladin, Sorcerer, Wizard

## HEADQUARTERS

The "Viper's Nest," or so it is called by outsiders, is a subterranean lair hidden deep within the desert. No light penetrates the Viper's Nest and here the would-be assassins train and pray within its dark depths.

# JOINING

Becoming one of the Steel Serpents is no simple feat. Many would be thugs work for the temple of Set but only those who have the true talents combined with dark faith are selected for "additional tutelage." Such tutelage

## GAINING PRESTIGE

To gain prestige within Al-Sabah, you must unswervingly do two things. Be subservient to the master and become a master of their deadly techniques.

Often a recruit shows great promise, passing the horrific training process with great fervor, having dispatched numerous other classmates to grasp the honor, only to find themselves apprenticed undercover as an acolyte to a rival deity's church, sweeping floors for years. Those who show themselves capable of restraint and obedience are then taught the greatest secrets of the order.

While obedience gains you minor prestige and opens the doors to greater teachings, the ability to dispatch death with efficacy and utter anonymity is the order's highest calling. Those that are capable of such feats earn great rewards from the order.

## RESOURCES

The Al-Sabah are funded through the wealth of the temple of Set. While and overtly evil deity, there are still those who feel it wiser to placate the Lord of Night with offerings rather than suffer his wrath.

The Steel Serpents are often chosen to dispatch high profile targets, and as such, the order makes a very lucrative amount of income.

Not always to they deal in gold either. Secrets, magic and other less savory things are often taken in barter.

## NEW WEAPON: "COILED COBRA CHAIN"

The Al-Sabah use signature spiked chains (often called coiled cobras) with a blade on the end shaped like a serpent's head and tongue. The tongue is forked and grooved allowing for wicked cuts and the delivery of fatal toxins. A coiled cobra chain functions like a standard spiked chain, but it deals slashing rather than piercing damage and is usually poisoned

## SAND IN THE VEINS VENOM

This wicked poison is harvested from giant cobras, raised in the temples of Set. The snakes are treated as living embodiments of Set and fed a unique diet to ensure their toxicity. The resulting venom creates a horrific and painful death.

**Price** 750 gp

**Type** poison (injury); **Save** Fortitude DC 18;  
**Frequency** 1/round for 4 rounds; **Cure** 1 save

**Initial Effect:** 1d3 Dex, nauseated for 1 round, and sickened for 1 minute

**Secondary Effect:** 1d3 Dex, nauseated for 1 hour, and sickened for 2d4 hours

## FACTION FEATS

### STRIKING SERPENT STYLE (FACTION)

You fight with the careful grace of a striking serpent.

**Prerequisites:** Dex 13, proficient with spiked chain, Steel Serpents faction

**Benefit:** When wielding a spiked chain, you gain a +1 shield bonus to your Armor Class. In addition, when a creature no more than one size larger than you strikes you in melee when you are wielding a spiked chain, it provokes an attack of opportunity from you, which you can use to attempt to trip the target with your spiked chain. Your combat maneuver does not provoke attacks of opportunity.

### BLOOD OF THE SERPENT (FACTION)

The touch of the serpent's tongue does not poison you as it does so many others.

**Prerequisites:** Con 15, Steel Serpents faction

**Benefits:** You gain a +2 bonus on saving throws against non-magical poisons. This bonus is doubled to +4 against poisons from snakes and humanoids with the reptilian subtype. In addition, whenever you would take ability damage from non-magical poison, you reduce that ability damage by 1 point.

.....  
*Brian Berg*



# ANCIENT BELMIRAD

Ancient Belmirad was once a prosperous seafaring nation, but it fell on hard times after its coastline shifted cataclysmically during a series of incredibly severe storms, leaving all of its important ports – and the bulk of its fleet – stranded far from the sea on which its wealth depended.

Prior to being left high and dry, as well as being renowned traders, shipwrights, and explorers, the Belmiradians were also famed engineers. They built a chain of mighty lighthouses along their coastline, each one 230 feet tall, to guide their ships safely home through the terrible tempests that frequently lashed their treacherous shores. Each morning, the sun would charge the enormous “jewel” housed at the top of each lighthouse, ready to shine forth at night and in times of danger. Belmirad’s neighbors also benefited from the towers’ presence, and they became widely known as “the Miraculous Beacons of Light.”

However, after the sea receded and Belmirad’s fortunes began to fail, the lighthouses were used for a much darker purpose. One desperate ruler used them to wreck passing ships, forcing his engineers to subvert the jewels’ charging mechanism to disrupt ships’ compasses and any other navigational aids they might be using. As a result, many ships were lost, their cargoes scavenged, and their crews sold into slavery or left to drown. This overt act of state-sponsored piracy brought their neighbors’ wrath down upon them, sealing the kingdom’s fate. After the various punitive actions against them came to an end, Belmirad became an isolated backwater, with most of its merchants, shipwrights, and engineers abandoning the nation for a better life elsewhere.

It was during this dark time that the lighthouses earned the name they are still known by: “the Black

Beacons.” (Although some argue this is because the towers were set to the torch during the reprisals, leaving the stones blackened and burned.)

Only one beacon now remains. Set amid the ruins of the once mighty city of Suryk, Belmirad’s capital, its light still shines, though not as brightly nor as far as in the city’s glory days. It is tended by the descendants of the engineers who originally built it, a dedicated band who do their utmost to maintain the light in penance for their ancestors’ wicked deeds. The lighthouse is in dire need of major repairs, though, and who knows how much longer it will remain standing.

Suryk itself is a strange sight. Many of its homes are built from the repurposed carcasses of Belmirad’s once mighty fleet – a literal ships’ graveyard, 20 miles inland. The same is true for all the towns that grew up from Belmirad’s abandoned ports, giving them a strangely nautical theme despite them being completely landlocked.

Belmirad survives in part on the coin brought in by adventurers seeking the remains of the lost jewels and technology that once powered the fallen lighthouses. Rumor has it that the jewels were, in fact, immense diamonds of incredible clarity and brilliance, enchanted to hold the sun’s rays. Historians argue that if such were the case, then Belmirad wouldn’t have needed to turn to piracy to maintain its fortunes – it could merely have refashioned and sold the gems to prop up its economy until new ports were built and trade resumed. Also, argue the same historians, if such jewels existed, surely the nations who crushed Belmirad would have carried them off at the time as reparations for their lost ships. But what do historians know, eh?

The exact nature of the one remaining jewel in the Black Beacon of Suryk remains unclear; so far, its guardians have managed to prevent any outsiders from viewing it up close.

.....  
*Lynne Hardy*

# THE AVETROL FELLOWSHIP

“When properly motivated, the Fellowship deal death at a rate that would make the reaper blush, but when you reach a bargain with the Avertrol, set aside three or four times their rate. They renegotiate with like ferocity and enthusiasm.”

— *The Coinkeeper Kalltul of the Arcanist Bank to Duke Grauis IV*

There are pits of serpents writhing in the depths of Hell who could learn higher arts of treachery from the Avertrol

Fellowship. Encountering this mercenary band on the field of battle begins with sharp surprise and ends in the gasping of confusion of death. They are not interested in the conventional rules of war, knowing that a fair fight is a quick route to the grave, the Fellowship—commonly called “The Bastards” by their enemies and surviving victims—specialize in double-dealing, ambushes, cold-blooded murder, and the collection of ransom.

The Fellowship was born over a century ago during some long-forgotten civil war. A collection illegitimate offspring of petty nobles and low-born noble scions, the Fellowship started as an act of desperate, forgotten whelps wanting to make a mark—and they did. Their thirst for power and glory spurred them to acts of derring-do, achieving victory after victory for whatever side they served in the conflict. And they served many sides, often opportunistically shifting sides in the heat of battle.

At the start, the Fellowship was a direct democracy, one vote, and share of the booty for every cavalier—the title was given to any warrior who brought at least one horse, armor, and the weapons of war. This compact was adequate if not chaotic. Democracy in small numbers moves like hard gales on a broken coast—swift, random, and erratically emotional. From the start, the Fellowship followed their own self-interest, no matter how others judged their motivation.

Their particular brand of brutal daring yielded even greater power. Campaign after campaign, generation after generation, they were hired, negotiated with, and won victory on the field with fiendish ruthlessness. During this time, they acquired the island fortress of Galthinar, and bought a controlling share of the Arcanist Bank, becoming the moneylenders of nations and influential individuals within a hundred leagues of their island stronghold. And with this rise, came new recruits—men and women who could bring horse, armor, and weapons for their share of a vote and share of the booty and percentage usury. It during this time that the Fellowship settled on a single of five gold coins on a black field.

As the ranks increases, the early democracy began to settle into shifting factions swayed by the charismatic and those who grew their shares within the Fellowship by treachery and graft. In the first decade of their first century, squabbles turned to opportunistic power grabs, and more often than not, the various factions of the Fellowship took up arms against their companions to assume control of the Fellowship. The end of this conflict didn't come from within but from without.

By this time, stories of the wealth and infamy of the Fellowship had reach distant lands. A seafaring group of raiders and mercenaries who called themselves the Fellandur, flying under the standard of the wyvern

decided to search out and join the Fellowship. Their ships made it to Galthinar during the height of the conflict for control—their fortress was in flames, the Arcanist Bank was besieged and nearly looted, and the Fellandur were able to storm into the fray and seize power, ruthlessly putting down the factional fighting.

The Fellandur leader, Thendris Vaun, was not interested in plundering the decimated Fellowship, but to usher it back to greatness; capitalizing on its mercurial nature and focusing it outward. To this end he restructured the Fellowship, abolishing the pure democracy in exchange for a kind of meritocracy, with first officers decided by Thendris, and then allowed each of those officers to groom their successors, though each must be approved by the new Fellandur overlords of the Fellowship.

Today the Avertol Fellowship is led by their Baroness Valicia Vaun II, a human woman of giant proportions and monster ferocity upon the battlefield. Valicia is the seventh in a line of such Fellandur “barons.” Each such baron has brought internal stability to the Fellowship while advancing the military and financial success through skullduggery, massive armies, a quick and robust navy to carry troops and harass the shipping of legitimate nations failing to pay adequate protection, all supported by the powerful Arcanist bank, flying the coin and wyvern banner.



.....  
*Stephen Radney-MacFarland*

## BELO'S IRREGULARS

*They'll take the small jobs other companies turn down. And you get 'em cheap if you're up against a right bastard. They're loyal and brave, just be sure to keep 'em fed.*

Founded by **Belo Brownfox** (CG halfling fighter 7), Belo's Irregulars is a patchwork mercenary company composed primarily, but not entirely, of escaped halfling slaves. By banding together in force, and keeping a fearsome reputation, they ensure that their hard-earned freedom endures.

## FOUNDATION

After suffering years of abuse in servitude to a demanding owner, **Duchess Velorina Cala**, Belo incited an armed rebellion in her estate. More than three dozen halflings turned garden plows against spear and sword to fight for liberation, and the surviving 19 formed the

original company as they marched their way across countries border and into the wider world.

As escaped and branded slaves, Belo didn't want to see his people turn to banditry or thievery to survive. Instead, they made their way to more untamed lands where they began taking on small contracts as a mercenary force. Under foolish cheap contracts, they served as caravan guard, scouting forces, and vermin exterminators. They finished each job with enthusiasm, because they couldn't afford failure, and slowly their reputation grew much taller than their diminutive stature.

Eventually, as word of a band of escaped slaves turned folk heroes spread, more escaped and liberated halflings made their way to enlist in Bolo's band, as well as other outcasts looking to serve a more interesting armed career.



## COMPOSITION

Originally only 19 escaped slaves, Bolo's Irregulars has grown to a force of 53 strong. And while most of their number are liberated halfling slaves, many sympathetic free halflings have joined their cause, as well as a few humans, half elves, and most notably an overly rotund Ogre named **Bigslug** (CN ogre) that serves as the group's trump card when needed.

Bolo is extremely discerning when it comes to who he recruits, however, and turns away more soldiers than he accepts. Though he does point any escaped slaves he can't use towards friendly allies who can keep them out of the reaching arms of their former owners.

Most of Belo's force is trained in archery and the spear and are often fielded as a complimentary ranged unit with a defensive spear line.

## CONTRACTS

The Irregulars got their start taking any job that would come their way, but they have only become a little more discerning now that their reliable reputation has been established. They steadfast refuse to take any

contract from an overtly cruel employer or in the service of slavery, however, and will often discount their rate if a contract works against known tyrants, slavers, or the slavery trade.

And while they will take most honest jobs, they are most commonly sought after for scouting work, as a harrying force, or clearing out the nests of goblins, kobolds, or other monsters whose lairs are easier for the small folk to maneuver.

They are also a popular hire for caravan escorts, supplemental guard work, or event security. They're friendly nature and unassuming stature helps to put guests or VIPs at ease where a more intimidating show of force might turn off more delicate sensibilities. Since most of the company served as servants in elite estates, they can also serve as a concealed security force, dressed to match the other servants of the house and taking easily to the mannerisms of the role.

.....  
*Jefferson Jay Thacker (aka Perram)*

# CASTLE MANDRAGORA

*"I'd heard the tales, sure. Never thought to see it myself, didn't really believe in it. They say it's a portent of doom, that it brings evil when it comes. Well, that first part's true enough. But it doesn't bring evil, at least not exactly. Be kinder, maybe, if it did."*

*— Surlas al-Virn, lone survivor of the royal guard under King Anhabban the Last*

It begins as a shadow. Atop a hill, an embankment, or similar high ground, if such terrain is available; sometimes at the very borders of a nation, sometimes within sight of its capital. It starts small, easily unnoticed, a simple patch of shade without obvious source. Throughout the first days, it grows, darker, broader, and definitely longer, reaching toward the kingdom or city nearby—*always* toward, no matter the position of the sun in the sky.

Sometimes people notice. Sometimes they do not. But seen or unseen, no matter what steps are taken to investigate, to stop it, it grows.

Until, a week or two after it began, the sun rises one morning to reveal a great citadel, a massive walled monstrosity of stone and iron. Its towers loom impossibly high, its battlements impenetrably thick, its sides covered in scars and ivy as though it had already faced a dozen wars, a hundred years.

If the terrain provided no high ground on which the shadow might take root, it exists now, a mountain grown



from the earth, for the fortress *always* looks down upon the people it would torment.

Another land has seen the profane birth of Castle Mandragora.

Gods help them.

## THE CASTLE HUNTS

Most nations never witness Castle Mandragora, but when it *does* appear, it always manifests within a few years after a major change in the direction of a sovereign land. The founding of a new nation; the end of a decades-long war; the rise of the first ruler of a new bloodline. These and similar forks in a nation's destiny are times of great travail, or times of great hope.

Mandragora comes to turn the former into the latter.

## THE SPREAD OF CHAOS

When Castle Mandragora rises, so too do the emotions and tempers of a select portion of the population of its target nation, and particularly of those who dwell nearby. But precisely *who* is affected varies from land to land.

Whatever attitudes and whatever peoples are most likely to destabilize a new or newly peaceful government, these are what Mandragora enflames.

In a land where a new regime holds sway, fear of a new order and loyalties to the previous government grow. If a culture lives in terror of the "savage wilds," nearby orc tribes, barbarian hordes, and druid circles find themselves drawn to the castle. In a theocracy, Mandragora makes worshipers of forbidden gods into zealots, and if a society is rife with caste or racial divides, then those people who are most oppressed swiftly find their patience reaching its breaking point.

Castle Mandragora never brings hostility or unrest from outside, only ensures that whatever faults already exist within a nation crack wide. Those drawn to it aren't necessarily evil; they may even, if a culture's ruler is wicked or its traditions oppressive, be viewed as the "good guys."

What matters isn't the triumph of evil or of good, but the fall of a nation to its own ills. No matter the inner nature of those drawn by its unheard call, no matter the righteousness or iniquity of their cause, they are driven to violence, their leaders encouraged by inner voices and a newfound magnetism to lead their charges to war.

## LORD MALCUER

Before Castle Mandragora calls whoever will make up its newest army, the citadel is home to arcane defenses,

animated object soldiers, and *unseen servants*, but only a single true creature: the castle's lord, Malcuer.

He—if indeed it is a "he"—sits upon a throne of granite, clad in old and corroded mail hauberk and armor. He wears an open-faced helm, revealing a visage of shifting smoke and hollow eyes, and he leans upon his great weapon—though the weapon changes from nation to nation, as does Malcuer himself.

Just as the sorts of souls drawn to the castle depend upon a society's flaws, so too do Malcuer's own abilities. In a war-torn land, he is a great warrior with a monstrous sword; at the head of a religious crusade, a potent priest with crushing mace; sometimes even an armor-clad mage with iron staff. What he may truly be—demon or angel, ancient undead or unknown demigod—none can say.

(Whatever his specific powers, he should be potent enough to challenge a high-level party; in lower-level campaigns, players need never face him directly.)

What always remains true is this: That his goal appears to be proving, though proving to *whom* is a mystery, that no mortal is worthy to rule. But he possesses a peculiar sense of fair play; if a nation or its champions somehow solve the societal ills he and his castle manipulated, defeat his assembled force by repairing the culture itself, he departs without further conflict. Otherwise, Malcuer and Castle Mandragora remain until the nation has collapsed in on itself, at which point a dawn comes and the structure is simply gone... until some other poor land attracts its unholy eye.

.....  
*Ari Marmell*

## THE CITY IN THE SHADOW

Sprawling across the gentle hills overlooking the Crying Sea, the City in Shadow is a bustling port town of great economic significance. Nearly every major trade route passes through here or stops in the vibrant Shadetrees Market. The city welcomes everyone, with some of the most robust citizenship rights and protections in the world. Its robust judicial system, education, and public works departments have made it a wonder that draws even those not in search of goods.

Yet the city's greatest draw is nothing so tangible. Long ago, the realm was ruled by the Sulafa, a great dynasty of rulers with immense power. It was rumored that they were demi-gods, the children, perhaps of Heliyava Sky-Bringer, or Fimma of the Pale Sun, but this is unproven. Regardless, the realm was filled with miracles and wonders: a forest of butterfly-leaved trees, a cavern filled with an ancient song which healed the heart-wounds of any who heard it, gem-like islands

floating above the sea. Lives were long and prosperous, and the people became known for their grace, wisdom, and artistry.

As all great kingdoms, though, the shadows stretched long over its glory, and woe began to circle. Upstart kingdoms carved away pieces of the border, laying waste to hundreds of years of development. Monsters ravaged towns and fields before they were shot down. Three of the Gem Isles crashed into the sea, breaking ships and setting ruinous waves into the city.

The last queen stood on the parapets of her glittering castle and struck a bargain.

## THE UNDYING QUEEN

The people of the Lightfall realm believe that they are rays of light, corrupted and caught in human flesh by an evil sorcerer long ago. Over time, their light heals (through good works, enlightenment, or time) and they cease the cycle of reincarnation, rejoining the Light Eternal in their final rest. To hold back or prevent another from progressing along their cycle is considered the greatest evil.

Malav Sulafa, the last of the Sulafa Queens, saw that her legacy was dying, her people losing their light, the haven of good and right foundering in a sea of darkness. She left her palace in the stars, journeying into the underworld in search of a desperate bargain. After untold days among the writing horrors there, she came before Timebreaker, the goddess who once bound her people, and offered a bargain: for her own body to be a doorway into the waking world, her light forever feeding the Unslaked Maw. In return, her kingdom would be caught outside the rivers of time, protected and inviolate.

Amused, Timebreaker accepted and diverted the kingdom from the time-rivers. Knowing the underworld would dim Malav's light, Timebreaker cast her back into the waking world, and followed in a storm of darkness which laid waste to all the lands around Lightfall.

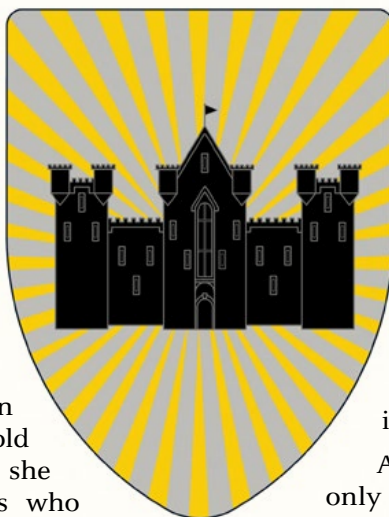
The kingdom was saved, but should it ever re-enter time, it will bring with it the darkness which consumes all.

## THE CITY OF SHADOW

The city itself is caught on the very border of the protected realm. Originally a port city, it has expanded as the borders shrank, and now edges into the fading kingdom. This has brought it prosperity and wealth,

and a great deal of peace. But as the bargain fades, prophets of doom haunt the city corners, cultists draw near, and a sense of desperate obliviousness seems to cloak conversation. Surely everything will be fine if we just don't notice...

The city is broken up into several sections: Sunlit, the only region never caught in the shadow of the palace; **Shadetrees**, which takes its name from a lovely grove of old birch trees; **Silvered**, the heart of the city, caught in a permanent twilight; **Cathedral**, a small area where the rising sun shines through the brilliant stained glass windows of the castle; and **Deepshadow**, the area still within the sheltered kingdom that never sees direct sunlight. Outside of the city, the coast is thick with orchards and farms, all hugging the thin strip of land between the sea and the shadow. They are all fertile and beautiful, providing more food than the city could ever hope to use.



## THE DREAMING CASTLE

The Dreaming Castle is a tall, graceful structure of white stone, pale wood, and gold. It is not large, as palaces go, but its position on a towering spur of rock means it is nearly impregnable. The spur it sits on is the last remnant of an ancient mountain change, a vein of black rock harder than anything else in the region.

A steep path curls around the spur, the only access to the castle. It was shaped within the spur itself, a winding tunnel just big enough for two wagons to pass, tall enough for a giant...if he stoops. The walls are slick from centuries of use, and the floor is covered in a thick layer of clay and wood chips to provide footing. However, in areas, this has worn away.

The road ends in a huge chamber filled with stables, storage rooms, receiving bays, and sleeping quarters. The effect of the dark bargain is most obvious here, as horses and people, all in perfect health, seem to have simply fallen asleep. They cannot be roused.

A winding staircase offers access from the receiving room to the castle itself. Compact and elegant, the castle is only a few stories high, and covers most of the surface of the spur. Offices, gardens, bedrooms, living quarters, guard rooms, libraries, and work rooms are laid out in an orderly fashion, their ancient denizens quietly asleep where the bargain overcame them.

# LOST QUEEN'S REDOUBT

In the heart of the palace, the place which was once the great hall of the Sulafa Dynasty, a pair of great doors – built of white wood, set with yellow gems and inlaid with gold – stand shut against all comers. Darkness seems to bleed from beneath them, and they are so cold that any who touch them may lose their skin at least, and feels chilled as though they have stood outside in a winter storm for hours.

If the doors are opened, the room is strangely dark. Deep shadows seem to slink around the edges, behaving not as shadows should. Lights are dim here, barely extending beyond their immediate physicality.

In the center of the room, a throne of crystal is set on a large dais. The dais is made of the same white wood and yellow gems as the doors, and rests on a floor of golden marble. But again, everything feels dingy and faded.

The figure of a woman hovers above the throne, her arms and legs curved toward the floor, as if she is supported by the dark rift beneath her. Her chest is flayed open, the strange white flesh overlaying crystalline bones. No blood pours from the grievous wound, only pure light, dripping slowly into the rift, an agonizingly slow rivulet. Closer examination shows only traces of light left within her, and a withered, flickering core of light in the center of her chest.

Queen Malav Sulafa has bought centuries of peace and prosperity for her kingdom, but her light is fading, and with it, her bargain.

.....  
*Jaym Gates*

# THE DEVIL'S CROOKED JAWBONE

*"Broken isles lurch like crooked teeth from the boiling maelstrom, swirling in her mad carousel of black water. You count thirteen teeth and your heart sinks. The deceitful sea has danced you into the embrace of the Devil's Crooked Jaw, where the community known as the Islanders dwell.*

*"If you are ever dragged there; see the scrimshaw of the baleful eye rotting between tentacles, take your blade and end it then my brave friend. Death is better than meeting them..."*

# HISTORY

A terrible storm struck the ship Hope. Her captain records that the seas rose from black valleys to touch the clouds above. He feared all the passengers—colonists making a journey to a hopeful future—would be lost in the raging brine mountains that engulfed them for days. The captain's poetic miseries, as he looked into the eyes of the children whose souls would be broken by their salvation, have become haunting hymns sung by those who survived that chance storm.

Chance? Destiny never dances with chance. This storm was no natural freak, this was design, the design of the One, a kraken, the thing that now guides the Islanders with its broken dreams.

When the survivors woke; drenched threads of skin on flimsy, often broken bone, they could see no trace of their ship, nor her gallant captain. Many had been lost. Three score souls gazed across the boiling seas that infest the Jaw, over her scoured gargantuan cliffs and calloused skin. What life there was—hardy mollusks and mangy gulls that laid eggs with the frequency of passing seasons—could not feed them for long. What would they eat until salvation arrived. Would it even come?

Alas life must go on...

# TODAY

It has been sixty years since that First Day. The Islanders survive, their numbers swollen, like their bellies, still yearning for food. True food. They hunger for the Bounty brought to them by the One; the prison stock of flesh they so carefully nurture and sparingly use—until the next Bounty arrives. As they did at the Beginning.

When the Bounty comes, the Islanders swarm like fleshy ants upon a ship. Ravenous, some forget the old Teachings, devouring the rich harvest of flesh it bears—they are punished. To share and share alike is the most sacred of Teachings. Sinners here are not slain—that would be wasteful—they are lowered into the sea and behold the One. And the glimpse of the colossi never leaves them: they work, they continue, but they are shells, husks that never utter another word.

Sometimes the Bounty is plentiful, the visitors too many at first, and a veneer of normality and smiles hides the discreet and slow capture of the visitors one by one. The Bounty is taken to two teeth called the Twane Harvest—from which escape is impossible—and stored until the proper time comes to take. The Bounty themselves find meager sustenance in the churning waters about—pallid fish, thin seaweed, stringy gull—and exist. Oh they try to escape before the time for Harvesting comes, but that just brings them quicker to their inevitable end on the Orgy, the isle where the Iron Man made of flotsam and nails, with his hollow rusting

head awaits them above his bride of precious timber and kindling; to prepare them for the feast.

The Islanders present matriarch is **Mother Sargasso** (NE druid 8), her bulging eyes, empty mouth and pale bleeding skin a sign of the gift of scurvy—the One’s Blessing—something that affects all Islanders but is staved by a potent liquor only the Mother can make. Mother Sargasso is old for an Islander—almost fifty—and rules with an iron hand of tradition. Aided by the druidic Sisterhood, who report any sin, she has ruled since the One chose her—signifying Its acceptance of her by Its touch when she was but a child, at the Devouring of the last Mother.

Of late, the One has been slumbering, its dreaming-storms infrequent, and in this time sea devils have plagued the Islanders, braving the still mountainous seas spewed from underwater valleys and peaks to seek food themselves. Yet as the seas calmed, other visitors have come. The merciful One in Its wisdom has recently drawn a vessel intact to the Jaw for the Islanders, and flesh within to eat.

Soon they intend to voyage outwards from their isle to extend their Harvest, spreading the word of the One.

.....  
*Richard Pett*

# FOLKDOM OF PHENNSHYRE

The Folkdom of Phennshyre is a nation on the eastern seacoast. Surrounded on three sides by the snow-capped Horseshoe Mountains, it juts slightly into the rocky waters of the sea. Roughly elliptical in shape, it stretches about 200 miles from the northwest to the southeast and about 160 miles from the southwest to the northeast. Its temperate climate has cold, snowy winters and warm, rainy summers.

Phennshyre is divided into four regions by four main rivers. Nordland in the northwest has heavily wooded hills with numerous streams. Vostland in the southwest has high mountains giving way to rugged, forested hills. Yestland in the northeast has gentle hills of rich farmland sloping to the river valley. Surdland in the southeast has lightly wooded hills with numerous meadows. The Wald River flows south between Nordland and Yestland; the Berg River, north between Vostland and Surdland; and the Tal River, southeast between Nordland and Vostland. These three converge at a small island and form the mighty Threefold River, which courses seaward between Yestland and Surdland.

Phennshyre was founded by Kyenton Bann, a human paladin of devotion. The emperor awarded the isolated valley to Bann as a land grant for helping save the empire from a demon attack. Bann explored the valley

and found mostly non-sentient animals and monsters. He discovered the small island at the rivers’ junction and built a stone keep upon it. He encouraged others to settle the area. Phenn, the capital city, soon occupied the four river points around the island.

Since its founding, Phennshyre strives to be an egalitarian democracy. Its wisely and compassionately crafted constitution enshrines numerous rights for all. Citizens vote directly on laws. Each region elects two citizens to speak for the region, and all regions elect a citizen to speak for the nation, the Speaker of Phennshyre. The Speaker meets with the eight regional speakers at a round, wooden table in Bann Keep. All nine serve one-year terms and discuss all matters of government. The regional speakers relay votes and proposals between their constituents and the Speaker. The Speaker represents Phennshyre when dealing with other countries.

Following the example of the first Speaker, Kyenton Bann, Phennshyre encourages all sentient races to dwell in Phennshyre. Provided they accept and abide by the laws and constitution, they are welcome to settle and become citizens. Currently the population of the peaceful, neutral good country is about a hundred thousand. One quarter is humans, and another quarter is halflings. An eighth is dwarves, and another eighth is elves. Constituting the rest are aasimars, dragonborns, tieflings, orcs, goblinoids, kobolds, hybrids, and others. Most settlements are planned to minimize impacts on and dangers from the environment.



Phennshyre's thriving ecology is closely linked to its thriving economy. Wise and respectful use of natural resources is paramount, and the county is largely self-sufficient. Items are built to last. When their usefulness finally ends, much of their materials are reused or repurposed. A variety of fish and timber, mostly oak, maple, and pine, are harvested from Nordland. Vostland's mountains and hills are mined for various minerals, gems, and ores, including iron and aluminum. A wide assortment of crops and fruit trees are tended in Surdland and Yestland, and seafood is caught along their coasts. Yestland supports several vineyards producing excellent red and white wines. Surdland is well-regarded for its peaches, apples, and pears. A small, natural harbor at the mouth of the Threefold River gives access to sea trade. Only one ship at a time can pass through the narrow opening between the rock-strewn waters.

Law tempered with compassion, freedom tempered with respect, and success tempered with charity are some of the founding tenets of Phennshyre society. The constitution proclaims that all people are equal and deserve equal rights and opportunities. All are encouraged to strive for improvement and to help others. With no royals, nobles, or aristocrats to support, much of the country's wealth is devoted to public works, defense, and helping the less fortunate. Citizens are proud of their numerous schools, museums, libraries, and hospitals. A well-trained and well-armed volunteer militia defends the Folkdom.

The multicolored circular flag can be seen in many places. With no official top or bottom, left or right, front or back, it is displayed in all orientations. Scraps from flag-making are turned into cloaks, coats, or vests for the nine speakers and the poor. Others buy such multihued garments to honor Phennshyre.

.....  
*John Bookwalter*

# GREDD'S LEGION

The mercenary company known as Gredd's Legion began as an adventuring band over 200 years ago, but as they became more successful, they began to take on new tasks that were larger in scope but less lethal than hardcore adventuring. Even so, they pursued every assignment with unwavering dedication and gained a reputation for carrying out any assignment to completion without fail.

The legion has a reputation for success and the use of unconventional combined arms. It is an unusual sight for the legion to deploy units to the field without both arcane and divine support directly attached to the units. These casters are able to augment the offensive and

defensive nature of their units to great effectiveness. Their use of such integrated tactics has led to the lowest death ratio of any mercenary band in recent memory.

The mercenary band is structured as a military hierarchy, but there are exceptions and it has a robust support structure to keep all of the warriors and casters ready for battle. The Legion's armory is contained within a *portable hole* so it can be moved about as needed for quick armaments.

Unfortunately, the legion's luck has run cold recently, with recent losses of leaders and men within the legion hitting it hard and setting morale back on its heels. The good news for aspiring applicants is that there are now many openings and opportunities for advancement within the legion's prestigious elite infantry and cavalry units. With their diversification to meet so many needs, it is a surprise to some that Gredd's Legion lacks any naval forces, but this is no accident. Their commander, General Gredd, has steadfastly refused all requests for missions that venture into the deep or to take on vessels and crews to do so, as if he knows something no one else does.

## LEADERS

The leaders of the Legion and include the following:

**General Szell Gredd** (CG male half-elf magus 13) has a personal bodyguard of 6th-level fighters with a defensive cleric and wizard attached at all times. He no longer participates in battles except when hired as a tactician. A charismatic leader, he always has his eye on the long game. He is careful in his choices of employers, but his secret goal is to take service with a despotic tyrant and depose him, installing himself as ruler.

**Eminence Zsarp Flendell** (CG male elf cleric 12 of the Goddess of Luck) is spiritual advisor and second in command, leading when General Gredd is unreachable. A member of the original founding adventuring company, he considers his presence in the Legion to be divine providence and is fiercely loyal to the legion.

**Sir Sal Atniky** (LN male half-elf bard 10) is the Legion's Chronicler, a now-aged member of the original adventuring company who has retired from battles to serve as the Legion's scribe, accountant, and magical crafter.

**Colonel Ruhgardt Toxsarzeane** is the recently fallen Commander of Ground forces. The heroic sacrifice of this original company member saved the Legion from a defeat, but the void in the Legion's command will be difficult to fill.

**Man'Jar Ing'Sen** (NG male gnome wizard 13 (illusionist)) is Commander of Air forces, having reared a hatchling red dragon that he now rides into battle. The dragon delights in the havoc his illusions create, especially larger versions of the dragon itself, as well as *wands of wonder* when illusions fail. Man'Jar enjoys his assignments and pranks on his stuffier comrades, but

he is overly trusting of his dragon mount as it develops a devious personality to manipulate Man'Jar into teaching it magical and tactical tricks it one day will use for its own benefit when it leaves the Legion behind.

**Great Spirit Johannes Schlapp** (N male human druid 12) is Commander of Magical forces. While his nature magic is potent, his true skills are in administration, strategy, training, logistics, and deployment rather than battlefield skirmishes.

**Maestro Trindall Antax** (CG male human bard 12) is Chief of Morale, with his battle chants, war cries, and marching tunes encouraging the troops on to victory time and again. He also oversees training all of the Legion's bards.

**Captain Thar Finpels** (NG male halfling rogue 11) is Primus Scout, undermining enemies through false trails, ambushes, traps, and eliminating enemy lookouts to allow the Legion to claim favorable terrain or lead their enemies into trouble. He trains the Legion's scouting corps.

**Captain Gradius Nard** (NG male gnome rogue 11) is First Spy, spending so much time impersonating others that he nearly forgets himself but never his assignments. He sometimes competes with Man'Jar to out-prank him at the expense of fellow Legionnaires, but never to cause injury no matter how complex the trick.

**Imperator Arden Duboke** (LG male human paladin 12) is Infantry

commander and likely be promoted soon to take Colonel Toxsarzeane's place. He has devoted his existence to the business of war against the forces of evil and chaos, using his holy powers and unwavering devotion to safeguard the Legion and inspire his soldiers to do the same.

**Major Pfarn Thrax** (NG male human cleric 9 of the God of Battle) is Supreme Divine, adviser to the Legion in the use of divine magic, assigning lesser clerics and priests to their places throughout the Legion.

**Major Ing'Tar Llwy** (LN female elf sorcerer 11) is Magistrate Ultimate, adviser in the realm of arcane magic, and in charge of assigning duty for sorcerers, wizards, and magi throughout the Legion.

**Major Jarrell Grindar** (LG male human rogue 3/paladin 9) is the leader of the legions "special forces" which gets all the "fun" assignments deemed by others to be impossible. His alter ego is Ages Fleberpatt. He is often seen with **Kairl Mogrin** (LG female human rogue 3/paladin 7 (oath of vengeance)), a flamboyant crusader who enjoys clever infiltration as much as she does dispensing justice with her twin blades.

**Captain Wilhelm** (NG male dwarf fighter 9), nicknamed "The Flame," is the stoic, clanless Commander of Missiles, including siege weapons. He is equally adept with his *crossbow of speed* or the *flame tongue* sword that earned him his sobriquet.

**Captain Davelung "The Bear" Aardil** (NG male elf ranger 10) is Aerial Commander, leading formations of pegasus cavalry. On the ground, he prefers the company of his woodland followers, including a bear that refuses to fly, even by magic.

**Captain Faern of Bladebite**, Cavalry Commander, was killed along with Colonel Toxsarzeane and has yet to be replaced.

Other key roles include the Quartermaster for logistics, Curator of Curiosities to craft magical arms and armor, Ordinance Officer to manage ammunition and explosives, Stable Master, Master of the Forge, and the beloved mistress of the Corps of Healers, **Charala Yondall** (NG female halfling cleric 14 of the Goddess of Healing).

.....  
**Bill Mead**



# THE HERALDS' GUILD



The organization known popularly as the Heralds' Guild is not called that by its members. Heralds refer to their group as the College of Arms, emphasizing that they consider each other to be colleagues and that cooperation with other heralds is paramount. But what is a herald?

## DEFINITION

The simplest layer of defining a herald is that of a messenger, albeit one with ultra-diplomatic immunity. Heralds are also in charge of recognizing and announcing participants in tournaments from their shields and, more solemnly, listing the noble dead after battles. They have a minstrel function as well, for the feast after a battle demands a recounting of the day's deeds, with perhaps some extra glory and valor attributed to the herald's patron. In peacetime heralds organize and rule on submissions of design requests for coats of arms when the sovereign creates a new noble or an award of arms. Heralds are always good observers and excellent listeners, and it is assumed they will report accurate troop counts, conversations, and other gatherable information when they return to their sovereigns. It is whispered that members of the College of Arms have a secret duty to share all information within the College, making it the most significant source of intelligence in all the world!

## IMMUNITY

From earliest times, it was recognized that opposing forces needed to have some method to convey information, challenges, threats, declarations of war and peace, replies, etc. This became the duty of the herald.

To make this work, the person wearing the herald's tabard was inviolate, not to be harmed under penalty of death. Generally even bandits and highwaymen leave them alone, because the trouble it will cause is not worth the little monetary treasure they might be carrying. A herald's surcoat or tabard is easily recognized; it is in gaudy colors, using the arms of the Herald's King or Queen with the emblem of the College of Arms in the upper left quarter as one views it (*Dexter*, the upper right from the point of view of the one wearing it).

## POWERS

It is the sole right of the Sovereign to create a noble or award arms; however, it is the right of the College of Arms to approve, reject, or offer modifications to that person's requested design of their coat of arms. Heralds of a patron noble can assist their noble with allowable designs within the guidelines of heraldry and with their knowledge of designs already in use. Heralds also maintain the *Order of Precedence*, which is the order in which they are introduced and seated at feasts and events—an important status symbol for all! Precedence is based on title rank, and then seniority within the same rank (titles and awards created earliest have higher precedence). Nobles may not like the idea that their heralds share information with the college, but if any herald is harmed or treated with dishonor that noble's arms may be stricken from the College. No one wants to be sent to the back of the seating order and announced as "Arms Unknown, Person Unknown" at a feast!

## BLAZON

The description of the arms, both written and verbal, is an art called "blazon". There are complex rules about the order of description, but roughly it's biggest to smallest, top to bottom, and dexter to sinister (wearer's left). The allowable tinctures are: **FURS**, ermine and vair; **METALS**, or (gold), argent (silver, and sometimes white); and **COLORS**, sable (black), gules (red), vert (green), azure (blue), purpure (purple), and more rarely, the stains sanguine (crimson- or blood-red) and tenné (orange or tawny). The very general guideline—originally for better visibility on the field of battle—is that it's acceptable to mix types, but to avoid colors within the same type. Thus, a silver lion could be placed on a Fur or a Color, but not on Gold (another Metal). The heraldic language should be the common language of nobility in your world (real-world heraldic nomenclature is based on French).

## ORGANIZATION

The College of Arms is ruled by the **King of Arms**, who functions as a Guildmaster would in other organizations. Since other sovereigns prefer not to recognize the title "King", he or she is only called that

within the College; outside the King of Arms is simply called “The Master”. Interestingly, females who rise to that position are also called King of Arms—the College is strong on tradition! Each city of significant size will have a **Herald**, subordinate to their sovereign as well as the King of Arms; within a kingdom, the Heralds may if they wish choose a **Chief Herald**. Below the Heralds are the **Pursuivants**, and yet below them are the **Journeyman**s. Even Journeyman have full immunity if they are wearing their tabards; the more important the mission, the higher the rank of heralds that may be called upon to fulfill it.

## ATTRIBUTES

The prime requisite of a herald is Intelligence, but in addition Charisma-based skills such as Persuasion, Performance, Deception (for masking themselves and their intentions), and the like are all useful for Heralds.

.....  
*Allen Hammack*

# THE KINGDOM OF AZGUND

## OVERVIEW OF AZGUND

Azgund was once a monarchy. During the costly Thunian Wars, the monarch was overthrown, and the feudal barons took over rulership, forming the House of Lords. The practice of holding tournaments every four years was restructured into a method of determining lordship in an effort to do away with the hereditary system which often led to the rise of incompetent barons.

This was later expanded upon by adding a House of Commons to the system of government. Members of the House of Commons are appointed by their lords and are usually drawn from community leaders, merchant guild leaders, and the like. The House of Commons has the authority to force any lord to defend their title at the tournaments. Titles are also up for grabs whenever a lord or lady steps down, dies, or is deemed unfit for lordship.

This system has functioned fairly smoothly for the last 300 years. The old noble families still have quite a

bit of influence and often send their best and brightest to the tournaments to win lordships. In recent years, the old families have begun to meet in secret, conspiring to reinstate the monarchy and the hereditary lines of rulership. A subtle campaign of blackmailing and buying off tournament judges has begun, along with influencing key members of the House of Commons to call for certain lordships to be contested in the tournaments.

Dating back to the old days of the monarchy, disputes in Azgund are settled by a formal duel. The parties involved in the dispute either fight for their own honor or appoint a stand-in. Nobles and well-to-do merchants often hire one of Azgund’s famed elite Duelists to defend their honor. The winner of the duel is considered the winning party of the dispute.



## PROVINCES AND BARONIES OF AZGUND

There are seven major provinces in Azgund, along with numerous border baronies.

**Anovia** – Situated along the northeastern coast, Anovia is ruled by **Lady Nineveh d’Anovia** (NG human sorcerer 7), a former adventurer with a regal bearing and many courtly admirers. Her popularity among her people and in the House of Lords has caused problems for the old families, who seek to have her removed, some going so far as to suggest assassination. Lady Nineveh has begun to suspect a conspiracy and has created a personal guard for herself, a group of Duelists whose first and only loyalty is to her.

**Belle Cheval** – The “land of beautiful horses,” Belle Cheval dominates the southern border and is renowned for its horse breeders. Chevalian horses usually win



the equestrian events at the tournaments. Belle Cheval is nominally ruled by **Lord Avril de Belle Cheval** (LG human fighter 4) but he has fallen ill and is expected to die before the next tournaments.

**Guare** – The central and largest province, Guare is home to most of Azgund’s farmlands as well as its famous vineyards. Guare is ruled by **Lady Dawn de Guare** (NG half-elf cleric 7/sorcerer 3) who is rumored to have celestial blood.

**Jiradeu** – Nestled against the foothills of the northern border, Jiradeu is somewhat isolated and, some say, rustic. **Lady Vespa de Jiradeu** has left the province in the hands of her trusted seneschal while she attends to the health of her ailing mother.

**Silvergard** – Once a prosperous silver mining barony in the eastern mountains, Silvergard was abandoned ten years ago during the last war. What became of Silvergard and its people remains a mystery.

**Sisan** – With wealth second only to Guare, the seaports of the southwestern coast belong to Sisan. Sisan is ruled by **Lady Devera de Sisan** (CG elf rogue 17), a woman of many secrets who has won every challenge to her lordship for the last 100 years.

**Vedlund** – Azgund’s primary defense against orc incursions from the eastern mountains, Vedlund is ruled by the hard-drinking and ill-mannered **Lord Ezra de Vedlund** (CG human fighter 9). Ezra takes cynical pleasure in being as crude and obnoxious as possible among the other lords and ladies, knowing full well that it is his people who provide the rest of the provinces the security and safety they take for granted.

**The City of Azgund** – The nation’s capital where the House of Lords and House of Commons meet during the summer months and where the tournaments are held every four years is its own, self-contained domain, located on the border between Guare and Vedlund.

.....  
*Karyn Willow Logan*

# KINGDOM OF JHURCIA

The Kingdom of Jhurcia was once a collection of smaller nations and states that rose together as one in response to a great invasion from across the sea. The invaders themselves were a disparate people, drawn together by desperation as they fled famine and plague in their homelands and seeking respite across the oceans. Over 50 years of warfare between these seaborne sojourners and the native folk gradually dissipated into at first a watchful détente and finally assimilation between natives and newcomers wherein the blending of languages, cultures, and traditions dissolved old rivalries and hostility and formed a patchwork quilt of a



nation that came to coexist as one.

Jhurcia is unusual among the nations not in being ruled by a king, but in that the title is not inherited by family lineage. Instead, it is passed down to a person chosen and groomed by the current ruler. In addition, governance is invested in the Royal Council made up of 71 persons voted for by the general public. Anyone can be voted onto the Council, from peasants to nobility, and the leader of the Council is named the Lord of the Manor. Half of the positions are voted on every year, with the Lord of the Manor selected every three years. It has persisted thus for nearly 1200 years.

As befits its mélange of cultures, Jhurcia follows a polytheistic religious tradition. The most popular faiths are Nordic, though which deities hold the highest favor varies from place to place. In some parts of the nation, temples are sponsored by the Council and the King, and while other faiths exist around the margins of society no others have reached the same level of public endorsement and support.

## GEOGRAPHY

Jhurcia is bordered on the west and north by the Pharusian Ocean and the south by a massive mountain

range called the Mountains of Heaven. Large plains cover the interior of the country, broken up by small forests. The Black River, named for the dark soil it drags along its flow, is the largest river in the land. It arises in the mountainous north and flows past the great trading center of Morafrene, spilling into the ocean at the port city of Elphion, where Jhurcia's navy has its primary base. It has dozens of tributaries large and small that connect the heartland and the innumerable lakes scattered across the kingdom.

The capital city is also called Jhurcia and is located near the southern frontier, at the foot of the Mountains of Heaven. Its wealth is great, drawing upon the mineral riches of the foothills and the mountains' high valleys, and its sculpture and stonework are beyond compare. Iron and copper are the primary source of the kingdom's wealth, though its productive plains also make it an exporter of grain and foodstuffs to other nations.

## IMPORTANT SITES

The following famous locations are scattered throughout the kingdom.

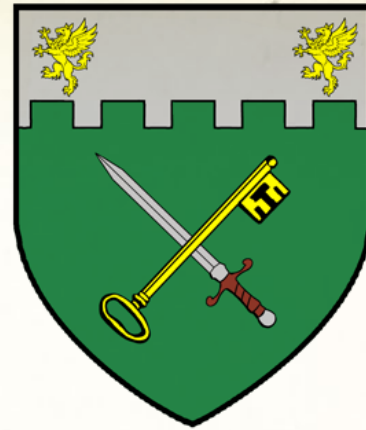
**Legion Cemetery:** The seacliffs above the port city of Elphion are studded with grand monuments and fields of graves marked row upon row in memory of those who died during the long-ago invasion. They stand as symbols of the sufferings of the past but also the hope that the future can always build higher and stronger when many come together as one, even when the battles themselves are but a distant memory about which even scholars know little. All soldiers fallen in the service of Jhurcia can be interred here as well even to this very day.

**The Dragon's Aerie:** The tallest peak in the Mountains of Heaven, it's unknown whether a dragon still dwells there, or even whether one ever did.

**Cathedral of Words:** This massive institution of learning is located in Morafrene and serves a library, archive, museum, and temple of the gods of knowledge.

**Seat of the God's Hand:** The capitol building in Jhurcia is where the king lives and the Council conducts its business of governance. For most citizens and officials, its name is shortened to "the Seat" in conversation.

.....  
*Travis Drake*



# KINGDOM OF MAGIS

**Motto:** Honor, Fortitude and Unity

**King:** Alistar the Greymage (NG male human wizard 20)

Neutral Good (Corruption -1, Crime +0, Law +2, Lore +2, Productivity +5, Society +2)

**Government:** Constitutional Monarchy (The king with 15 elected representatives from the 5 baronies (3 from each barony). Each Barony in turn has a Governor/Baron and 15 regional senate members.

**Resources:** Lumber, iron, silver, copper, gems

**Languages:** Western Merchant (Common), Telosian (Human), Argosian (Human), Wood Elf, High Elf, Mountain Dwarf, Gnome

**Region:** Northwestern shores of the Sundered Seas

**Money:** Minted Gold Bit (1 gp), Silver Shields (1 sp), Copper Cut (1 cp). Gold coins are minted as to be easily broken in half.

**Roads:** Well-maintained roads connect the towns and cities. All along the roadways, Inns are common within a day's walk all along the Nettlesford road. Named for the general who mapped the routes and began building the roadway system.

**Mail/Parcel Service:** For most towns and cities a mail system has been setup for parcel delivery.

**Education:** Schools are known in the settlements of 1000 or more people. A few very rural areas have petitioned the king and council for schools which have been granted where appropriate.

**Horse Information Relay Network (HIRN):** A message delivery system setup kingdom wide. Where horses bred for endurance and speed travel

80-100 miles a day to deliver parcels or specific correspondence for the lords.

**Games:** The populace enjoy the racing of horses. Teams and individual events. The riders are treated as celebrities by the populace who cheer on their favorites. A tavern game has become popular called Smooch the Moose. Many taverns contain a fully stuffed moose, elk, or large deer. Challenges of accuracy with throwing darts and knives or sometimes bowshot is common. The winner gets a cash prize typically and local renown. The loser gets the honor of kissing the stuffed moose's hind quarters.

The Wood Elf population is approximately 100,000 for the entire kingdom, with the majority residing in the Phantom Wood. Wood Elves don't particularly care for the census.



## RUNEDRAGON (CAPITAL CITY)

**Leader:** Lord Tirram Ironclad (NG male human fighter 7)

**City Population:** 40,000 (human 31,000, dwarf 3,000, high elf 2,000, halfling 1,500, gnome 1,500, other 1,000)

**Barony Population:** 500,000 (human 380,000, dwarf 50,000, high elf 25,000, halfling 20,000, gnome 15,000, other 10,000) **Area:** 28,000 sq mi

The City of Runedragon has stood for 1100 years. A large center of trade since the great Dragon War in -460, when it was named Belter. After the war ended the city took on the name of the Runedragon. Runedragon boasts a college of higher learning for knowledge in wizardly as well as math and sciences (chemistry, physics, biology). The wizardly school can teach spells up to 3rd level. The city also claims a strategic deep-water harbor.

## BERKSHIRE

**Leader:** Sir Dendon Knight of the Gryphon (LG human male paladin 6)

**Population:** 7000

**Barony Population:** 220,000 (human 180,000, dwarf 15,000, high elf 10,000, halfling 7,000, gnome 5,000, other 3,000) **Area:** 14,000 sq mi

Castle Berkshire stands in defense of the region. The city is not walled. Known for a massive cathedral dedicated to Bahamut the Platinum Dragon.

## EDALISA

**Leader:** Telaa the Bold (CG female human fighter 4/wizard 3)

**Population:** 8,000

**Barony Population:** 280,000 (human 20,000, dwarf 20,000, high elf 5,000, halfling 25,000, gnome 20,000, other 10,000) **Area:** 10,000 sq mi

Edalisa is a fortified port city and official barony of the stables for the kingdom HIRN and racers

## THORSTON

**Leader:** Reece the Magister (LN human male wizard 9)

**Population:** 9,000

**Barony Population:** 370,000 (human 310,000, dwarf 5,000, high elf 20,000, halfling 15,000, gnome 17,000, other 13,000) **Area:** 17,000 sq mi

Thorston is a fortified port city on the western edge of the kingdom along. An incursion of Cirian troops 40 years ago left it in rubble. Runedragon forces eventually arrived and repelled the invaders. The city now is walled and well defended from attacks on land or sea.

## TIRA STAD (CITY OF STEEL)

**Leader:** Lord Abigail the Wise, Knight of the Gryphon (LG female human cleric 7)

**Population:** 5,000

**Barony Population:** 260,000 (human 200,000, dwarf 10,000, high elf 15,000, halfling 10,000, gnome 20,000, other 5,000) **Area:** 20,000 sq mi

Tira Stad stands on the southern shores of Silver Lake. The city is fortified with docks that support trade and the local fishing industry.

## THE GREAT LIBRARY OF NANDËNÓLEMË

This ancient library of the high elves is dedicated to regional history, arcane arts, and magical research up to 9th-level spells. It is located north of Silver Lake in a well-preserved valley of the wood elves.

.....  
*Patrick Dandrea*

## KINGDOM OF TORINGELD

### HISTORY OF THE KINGDOM

The **Kingdom of Toringeld** (population 32,525; 80% humans, 12% elves, 8% other) is a split autocracy run equally by two rulers, twin descendants of the late **King Torbald the Great**. **Tristan the Wise** (male human ranger 4) is the eldest twin son, born to his mother in the early dawn hours. **Brinde the Brash** (male human fighter 4) was born later in the afternoon under stormy skies and with some complications to the birth. His mother survived the birthing, but it was rumored that the ordeal took much out of her. She lived to see her children reach their early teenage years but succumbed to a sudden illness during the winter of their 14<sup>th</sup> year.

The passing of Queen Relena the Just impacted their father tremendously, but he did his best to raise the



children dutifully. In order to maintain cohesion in the land once his children gained control, he had both sons instructed in the ways of governance – but only in halves. Each son was instructed on aspects of rulership that were important to the successful running of a kingdom, but which were utterly dependent upon the skills of the other son. This worked well as the children approached manhood. Things began to change in the years prior to King Torbald's death.

Torbald no longer instructed the children together. He spent extended time with one son or the other but his lessons began taking a much more competitive edge. The glimmer of mistrust was sown into the lessons and he began to comment about how only the shrewdest and most calculating son could truly rule the land. This seems to have had an effect, as each son formed their own personal guard and fortified their own wing of Castle Toringeld from attacks both within and without. Rulings across the land from one son often times directly contradict rulings from the other. The brothers frequently accuse the other of posing as them and making ridiculous or foolish proclamations in the guise of the other brother. This has led to the imprisonment, and even execution of citizens as they inadvertently break one law by supporting another. The kingdom appears to be a powder keg at the edge of civil war.

## THE SOURCE OF THE UNREST

Unknown to anyone within the kingdom, the great Kingdom of Toringeld has been infiltrated by a cruel **doppelganger** named **Ungot**. Ungot heard a bard tale of a kingdom that would one day be ruled by twin sons of a just king. He took it as a personal challenge to destabilize the kingdom and lead it into warfare.

In order to complete his plan, Ungot first worked his way into the castle by eliminating and replacing ever more important roles in the castle. The first significant role was the master of coin, Ser Brethor. In this role, Ungot could see the dynamics at play with the two children. King Torbald trusted only his own council when it came to raising his children. He was ever present in their instruction and in order to reach the children, Ungot would need to eliminate and replace King Torbald himself.

Murdering King Torbald was rather easy. His body was dismembered and lowered into the privy from the King's own private chambers. From then on, Ungot began managing all the lessons directly. The children at first thought that underlying anger and cruelty was a test. They resisted any attempt to pit one brother against another.

Ungot had to resort to further treachery. He began taking the shape of Tristan and Brinde directly. This allowed Ungot to directly control the brotherly interactions. Where they once had trust, they now considered their brother to be lying and cruel. With a firm hold on the brothers, Ungot dispensed with King Torbald. He staged a fire in the King's chambers and planted a body for others to find. With no clear heir chosen among the brothers and distrust at an all-time high, each brother assumed that the other was responsible for the fire. They each believed that they were the favored son (thanks to Ungot) and that their brother had murdered the King after finding out that they had fallen out of favor of the King. Ungot spends all his time in the shape and form of other creatures he has studied. He rarely takes on a new form unless he has had a chance to study the creature in great detail first, using his ability to read thoughts to learn their deepest secrets.

.....  
*Doug Davison*

## THE KINSHIP OF FILLAXIMA

At the crossroads of five kingdoms stands Fillaxima, a place sacred to alliances, negotiations, and diplomacy. Legend tells that during the creation of the world, the gods bestowed the neighboring lands with untold bounty. Clear rivers, lush forests, and verdant plains supplied mortals with everything they needed and more. But as time went on, the inhabitants of the lands grew callous and took the land's gifts for granted. They quarreled among themselves and claimed sections of land as their own, keeping others out with violence.

The gods, angered by this behavior, took back their generous gift. From that moment on, mortals had to till the earth and hunt for game in order to eat. They were

forced to dig wells for water and build fences to keep the beasts of the forests away. Only through cooperation could people survive. They did so, and today the five kingdoms exist as a testament to that cooperative spirit.

The seeds of discord still sprout from time to time, and the kingdoms have known their share of strife. In times of tension, when negotiation and diplomacy are required, the kingdoms' leaders gather at Fillaxima. At the place where the borders of the five kingdoms meet, a lush grove holds the promise of the paradise first created by the gods. A placid stream trickles between ancient trees. Rare and mystical creatures, including unicorns and faerie dragons, are often spotted. A sense of peace hangs over the grove, where it is always twilight and fireflies dance like stars among the branches.



In the center of the grove, a gray marble pavilion serves as the meeting place for the regents of the neighboring kingdoms. No violence is permitted at Fillaxima. Even raised voices are frowned upon. For a regent to deal any sort of harm to another within the grove would be a betrayal so dire that the other regents would immediately declare war.

For centuries, the people of the five kingdoms have seen Fillaxima as a symbol of cooperation, community, and negotiation. Adherents of a secular organization, the Kinship of Fillaxima, work within the kingdoms to spread peace and harmony. Fillaximites can be found at every level of government. Some act as advisors to kings and queens, furthering diplomatic negotiations with other regents. Some work in city governments to ensure just laws are passed that allow for cooperation within the population. Others are traveling advocates, trusted as adjudicators of disputes small and large. The gray and rose robes of Fillaximites are respected everywhere in the five kingdoms.

The pure intentions and noble goals of the Kinship of Fillaxima provoke those of evil natures, however. Servants of evil gods, particularly those who seek to spread gossip and rumor, destroy reputations, and sever goodwill, long to destroy the Kinship and desecrate Fillaxima. Rumor holds that some divine power protects the grove itself, rendering it impervious to evil action so long as harmony holds in the neighboring kingdoms.

If true, this power explains why evil agents work to destabilize the kingdoms and smear the good name of the Fillaximites rather than target the grove itself.

Recently, rumors have arisen that Fillaxima stands above an enormous treasure hidden by the gods. The rumors have persisted long enough to draw treasure-hunters from distant lands. Several regents wonder if the others may be plotting to delve beneath Fillaxima and claim the treasure alone.

Should this rumor be the work of an evil agent, it does its job well; greed may destroy the peace wrought over centuries. If the rumor is true, though, it stands to reason that the treasure can only be reached through cooperation. Perhaps heroes from each of the five kingdoms must join together to realize this quest and reap the rewards of the gods.

.....  
*Amber E. Scott*



# KNIGHTS OF HARMONY

Like many other chivalric orders, the Knights of Harmony support the ideals of courage, loyalty, mercy, generosity, honesty, and honor. They defend the weak, champion good and right, and strive for peace. In addition, they seek to enrich lives through the arts, especially music. The Knights of Harmony are known as negotiators, entertainers, and protectors. While the order does not dictate the religious practices of its members, it does demand reverence for Rhealiné, a musical goddess said to have taught gods and mortals to play and sing.

The order welcomes applicants who have been properly knighted by royalty. Current knights evaluate these seekers based on their martial prowess, love of music, and adherence to the order's ideals. The most successful petitioners combine the skills of a warrior with the talents of a bard. After a probationary period, candidates are allowed to join if accepted unanimously by a group of at least eight active members. Upon joining, an individual is assigned to a squadron of eight knights, known as an Octave.

The Knights of Harmony maintain chapter houses in several cities, with at least one Octave based in each house. Some knights choose to live at the chapter houses, while others wander, returning periodically to communicate with other knights, to find worthy causes, or to conduct the business of their order. Each Octave selects a leader, known as a Noteworthy, and once per year, the Noteworthies gather to select an overall commander, known as the Director.

For the last three years, the Knights of Harmony have chosen **J'Ana Lionheart** as their Director. Once a royal page, J'Ana was only 14 years old when she declared her intention to seek knighthood in the small kingdom she called home. The realm's Knight Commander laughed at first but came to be impressed by J'Ana's tenacity and strength of will, her skills on horseback, and a physical strength far beyond what her stature would suggest. After she received her knighthood, J'Ana wandered for a time, performing good deeds with a band of adventurers. She chanced to meet some of the Knights of Harmony, who were impressed by both her martial skills and her singing voice. She soon joined the group and eventually rose to become its leader. Skilled at reading people and knowing where they belong, J'Ana issues assignments to individuals and Octaves of the order.

She is brave beyond measure and is the first of the order to ride into battle when necessary. She uses her unnaturally high strength to wield a two-handed sword almost as tall as she is, turning into a ferocious, armored whirlwind, dark hair flying and green eyes flashing. J'Ana is often accompanied by one or more of her most trusted lieutenants: **Sir Douglas Goodmorrow**, **Prince James**, or **Sir Jeffrey**.

Goodmorrow grew up in a forested land, where he learned to track and hunt. His talent with a bow is unmatched, and when he used it to save the life of a member of his nation's royal house, he was schooled in the ways of chivalry and knighted. Later, his talent with voice and drum gained the attention of the Knights of Harmony, who recruited him. Sir Douglas seldom wears heavy armor, and he keeps his dark hair and beard neatly trimmed.

Prince James, often simply called the Prince, is a younger scion of a small royal house. He left his home to seek his fortune, and he discovered the Knights of Harmony shortly after. James sings and also plays a variety of horns and wields short blades when

fighting. He wears a fine suit of plate and sports a short, curly beard.

Sir Jeffrey, often referred to as the Bishop, is both a religious warrior and a talented bard, and in his own words is proficient in rapier, sarcasm, flute, and lute. He changes his clothing, armor, and appearance to adjust to any situation. When J'Ana needs someone to infiltrate an enemy camp, the Bishop is her first choice.

.....  
*Tim Beach*

## MAINSPRINGS

### THE GUILD OF GOLEM-HEART MAGES

Within the abiotic (and occasionally biotic) body of a golem pulses the magic of its creator. For the Mainsprings, it is more than just a spell at the construct's heart.

Mainsprings are members of a guild of casters -mostly arcane- who work together on the development of magic that allows them to live within the golems they create. Most integrate their bodies into a golem like a magical circulatory system, substituting material components like tinctures and unguents with their spiritual essence. Others lock their physical selves in protective tombs, giving up their bodies to control a hivemind of simpler golems remotely. Rare members work together on an advanced construct they might share, synergizing their minds within the construct body they created together.

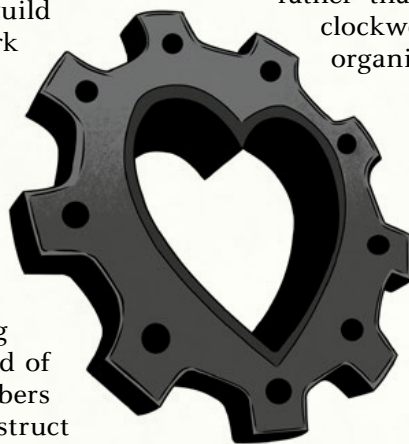
Mainspring membership comes with access to The Wellspring, an extensive and ever-expanding library on the creation, care, and maintenance of a golem, support staff in the event of cognition loss, and classes to remaster the intricacies of somatic components in a less detail-oriented frame. To retain membership, Mainsprings must contribute to the study of humanoid-construct integration, either through ongoing field research, summary submissions, or participation in experiments.

Studying at The Wellspring requires adjustment. Even at their quietest, golems walking about are louder than most casters are used to studying in. And even Mainsprings must adjust to the sight of (usually) metal hulks conferring on magical minutia, even when they are one of those metal hulks. Especially when they are one of those metal hulks.

## ORIGINS

Arcane casters are known to neglect their physical conditioning in the pursuit of developing their skills with the mystic arts. Most barely see this as a sacrifice: why carry heavy belongings when there are beasts of burden; why blister delicate body parts on tasks any servant can perform; why spend hours of every week for years exercising when the most basic spells can simulate physical fitness where required. However, casters who study golem construction read extensive details on the might of their creations even as their own bodies betray them slightly more each day. The ability to occasionally fly for a few minutes comes at the expense of wheezing up every staircase.

The founders of the Mainsprings took the failures of their flesh as a warning. They weren't interested in a lifetime of studying so that they might die having been powerful wizards in their twilight years. Humanoids die. Humans especially. In the name of extending their lifetimes, these likeminded mortals worked on perfecting golems that could house their minds. Once they understood that brain transplantation wasted valuable raw materials, they focused on integration rather than replacement. This led to the original clockwork coffers that inspired the Mainsprings organization and name.



## VALUES

Like cogs in a clock, Mainsprings believe in small, timely advancements. By studying golem construction, they both develop magic skills and a long-term solution to their short-term neglect. By sharing their research, they create resources for the benefit of their goals. They work together, in every sense.

Unfortunately, the Mainsprings lack ethical oversight. A few members have used the guild's humanoid/golem knowledge pool to entrap living creatures within constructs. This is especially effective when building flesh golems, using unwitting humanoids as a homogeneous skeletal frame for the otherwise disjointed parts. This behavior is not explicitly against Mainspring dogma, a fact that bothers younger members of the organization. Whether this will be addressed and how risks splintering the Mainsprings.

.....  
*Ryan Costello*



# THE MENDERS' GUILD

Most people walk past the modest Menders' Guildhall without realizing it. Tucked away down a rarely traveled side street, the building is inconspicuous, lacking the gaudy ornament that advertises the other guilds, apart from a solid oak lintel over the short, plain wooden door. It's doubtful anyone would enter even if they recognized the entrance. The Menders' Guild, to the extent that the public know about it at all, is full of old women, who fix clothing so well that the wear and tear is invisible – but at an exorbitant cost. Any common seamstress could do practically as good a job, for a fraction of the price. And so the populace ignores this humble guild, lining instead the pockets of common seamstresses.

Should one stand on that street and watch that guildhall, one would notice that, while few enter, those who do are instantly recognizable. A quiet street provides privacy for the world's most famous citizens. Cloaked kings, queens, princes, and princesses, duck to knock on that plain wooden door, and are wordlessly admitted instantly within. They emerge some hours later and, once clear of the wooden lintel, stand up straight – no, straighter – than they entered. Maybe it's because the heavy coin purse they carried with them is no longer weighing them down, but they seem also, oddly, taller, despite the fact that their shoulders are relaxed. Their breathing is deep and regular, and they stroll confidently away from that door to their discreetly waiting retinue.

Paying the kingdom's spies well provides confusing intelligence. They know that most of those old women were initiated into the Menders' Guild at a very young age – each thoughtful and considerate young girl individually recruited from their villages by mysterious, foreign women, that even those who gave them hospitality for the night are subsequently unable to describe. The young recruits' shared traits? A deep insight into character, coupled with a genuine curiosity about others. The girls are only recruited with their complete agreement, and as the vocation is for life, their families are rewarded well for their loss of earnings. The young girls travel to the guildhall, and once they duck under that lintel, they are never seen in public again. A large number of servants run all the guild's errands.

There are those who believe the young girls are killed; sacrificed to some demonic force that grows beneath the guildhall. The spies are not so sure. They don't believe it themselves, of course, but they have heard many rumours that the guild educates women not just to mend clothing, but to restore the hearts, minds, and very spirit of their clients. They are reputed to have boosted the courage of queens and deepened the wisdom of kings. They've aided dukes with complex decisions, and duchesses with their empathy. Captains gained peace, and commanders returned to the battlefield with fresh strategy, inevitably leading to a successful campaign.

Not even the spies really know what goes on inside the guildhall. They have entered it, of course, in disguise; they are met by servants, who ask them their business, and respond in the affirmative when asked if they can repair an item. The servants are bewildered if asked for further information about the guild members or their activities by any means, appealing or sorcerous. It's believed they are drugged or enchanted somehow to reveal nothing of their mistresses. Some spymasters have sent in women, asking to join the guild. Most encounter either the same confused treatment from the servants, or a kindly apology that the guild is not accepting new members and leave none the wiser. However, some of the spies have stayed, fully converted to the guild's mission – or sacrificed to that inner demon? – and were never seen again.

.....  
*Cat Tobin*





# THE OLD CROWN

Many thrones change hands down the passing years. Ruling families die out (often violently) or are exiled. It's human nature to be irked by the decrees, taxes, and deeds of any ruler, so there are often public factions (or for reasons of personal safety, secret cabals) dedicated to the downfall of a current crowned head.

Sometimes, these are secret societies wanting to eliminate a king in favor of another member of the royal family more to their liking, or under their influence (a wastrel brother or younger son with debts the cabal can cover).

In other cases, the cabal wants to restore surviving descendants of a previous royal house. Or, knowingly or unwittingly, they want to enthrone individuals claiming to be of the blood of a past ruler. History tells us if royalty vanishes without widespread public knowledge of a corpse, claimants spring up in years to come like weeds in the spring.

Sometimes, conspirators want the current monarch gone so badly that the damage of a civil war is considered worth it. Even if no armies march or widespread uprising is organized, civil strife is possible whenever a ruler dies suddenly and hands grab for power. Regicide can well plunge a kingdom into civil war even if that's the last result desired.

Here's a more patient cabal: a secret society of merchants dedicated to restoring "the Old Crown" to the throne. They want someone pliable (under their influence) of the bloodline of a former ruling house as queen (or king) but are in no hurry. They're willing to get their pawn (one pawn, as they're fortunate enough to have several; the males, who are young, kept very secret and safely outside the realm) married to the current ruler. After offspring has been produced (or the new queen they control is at least pregnant—and a live, acknowledged son or daughter is better), they'll have the king killed. Ideally, he'll die in a way that seems to

be misadventure (a hunting accident or sea-drowning), or sickness (the right sort of slow poisoning).

In the meantime? Poison to weaken the king's wits and energy, to slow him in issuing decrees, leading wars or purges (especially of secret societies!). If the Old Crown comes to royal attention and the king wants them destroyed, they'll have to flee the kingdom, disband and deny all involvement, or—most likely—kill the king now.

The Old Crown consists of six conspirators (plus a handful of retainers trusted because their service was needed for cabal deeds):

**Adathra Harland** is the matriarch of a wealthy old merchant family out of favor because they oppose new and higher taxes on wagonloads and shiploads of goods, own several ships and many wagons, and want the crown to refrain from all seizures of goods. Adathra Harland is coldly patient and a good actress but hates the current king even more than he detests her.

**Suntrer Danthorn** is a former friend and gambling-partner of the king when they were younger. They had a falling-out years ago, and the King has snubbed Danthorn since and made it clear he's not welcome at court; royal inspectors pry into his affairs often. As Danthorn makes coin in shady ways, he's pushing for the king to be gotten rid of now—and knows where to source poison.

**Obryn Larhand** is a disgraced courtier dismissed from court for theft of royal funds. The king ordered his right hand severed at the wrist; the stump still pains him on damp days. He wants the king to die in slow pain.

**Cathess Melormyr** is a spurned former lover of the king, set aside when he ascended to the throne for a more suitable match. The King has banned her from court and society revels and stripped her of all gifts. Royal spies watch her every movement. The king must die.

**Sorn Tamarir** is an outlander, an urbane, wealthy merchant fleet owner who wants lower cargo taxes and docking fees and is happy to sponsor the enthronement of someone new to get them.

**Halast Zornyn** is a coin-poor adventurer who loves intrigue, skullduggery, and thefts of ready coin—and only the King seems to have ready coin.

The Old Crown uses the badge (simplified arms) of the former royal house, the Strakkar (the face-on horns of a stag, above a horizontal bared sword, point to the viewer's right) as its symbol, scratched or scorched on posts, trees, or stones at a meeting-site or cache or hiding-place.

.....  
*Ed Greenwood*

# ORDER OF THE SILVER CRUSADE

Far north, near the edge of a frozen wasteland, a small fortress is perched upon a cliff face overlooking the city of Ragon Astri. Known as Astrihold, the fortress is home to the Order of the Silver Crusade, an ancient, monastic order of zealous knights and paladins. The Order practices the teachings of Astrival, a war hero who conquered the region before ascending to godhood under the domain of War and Victory.

## HISTORY OF THE ORDER

A century ago, two travelers came upon the ruins of Astrihold. Deep within its underbelly were caverns whose walls were inscribed with markings they discovered through translation to be the writings of the great Astrival and her mighty winged warlords. Most of them detail battle plans, invasion strategies, and war tactics to be used against anything from small units to powerful beasts and celestial creatures.

This code of war, combined with tales of Astrival's victory over the planar forces that dominated the region, were used to revive the mystical order, destined for glory, power, and greatness. After their founding, the restored Order swept across the local lands, expanding towns and villages into settlements around the great city, devoted to the superior might and will of its peoples.

## CONQUERORS AND WARLORDS

Today, the Order is the region's most powerful military force. Their knights soar through the skies equipped with winged pack contraptions adopted from the Astrival's crusaders of old. The commanders spread their forces abroad, focused on expansion, which includes conquering and subjugation of neighboring lands that refuse to follow under their banner. Under the rule of Lord Marshal Reks and Questor Barzell, their eventual goal is to unite the surrounding regions into a grand dominion. The Order of the Silver Crusade is destined to rule, whether anyone likes it or not.

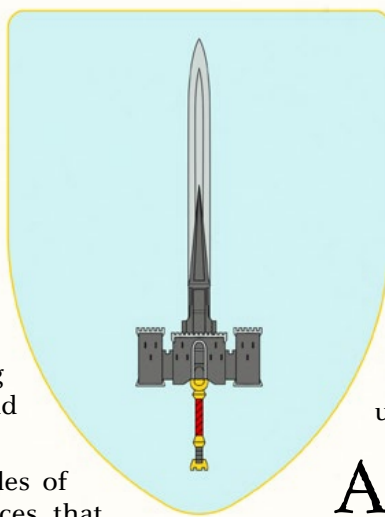
## COMMANDERS OF THE SILVER CRUSADE

The current leaders of the Order each hold different responsibilities focused on the necessary aspects of rule and expansion.

**Lord Marshal Reks (Antipaladin (TyrantUI), LE).** The Lord Marshal is the grandson of Raksis, one of the two travelers who discovered the ruins of Astrihold. His grandfather and father were both holy warriors before him, receiving the mighty blessings of the great Astrival herself. He is often stern, callous, and even heartless, yet all for the sake of the survival of the Order.

**Justicar Cayla Varis (Cleric, CG).** Justicar Varis oversees and guards the city of Ragon Astri and its surrounding settlements. She's charged with keeping the peace and spreading the faith. Newly promoted into her position, she's gifted with holy powers which transcend those of any known member of the Order.

**Questor Barzell (War Wizard, LN).** Where Reks handles most military aspects, Barzell handles development of weapons and magics. He receives periodic visions, presumably from Astrival and her ascended knights, filled with concepts and designs to fabricate and use for the glory of the Order.



## ADVENTURE STORYLINE: FALSE LEGENDS

The Order of the Silver Crusade and everything it stands for is built on a lie, propagated by a simple yet monumental mistake. Astrival was, in fact, an angel from Mount Celestia who amassed an army of humanoids, fey, and celestial creatures to defeat Ilvanoch, a powerful fiend that held dominion over the souls of those all who lived in Ragon. Astrival's army was known as the Order of the Silver Sentinel. The travelers who discovered the ruins, mistranslated the ancient carvings. They were actually made by Ilvanoch's fiendish legion commanders. Their tactics and strategies were crafted to defeat Astrival and her forces of good.

## ILVANOCH'S FALL

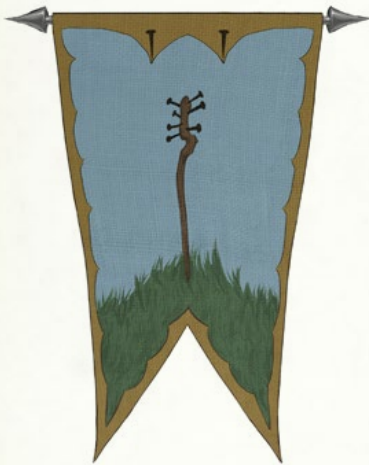
The fiendish army was defeated and Ilvanoch was banished back to his realm, sealed away from the Prime plane. Not all of the fiends had been driven away,

however. Daglam, one of Ilvanoch's generals, was sealed away into the rockface upon which Astrihold stands today, many centuries later. Using its remaining powers, the fiend influences the minds of Lord Marshal Reks and Questor Barzell, whose "holy" powers are granted by Ilvanoch himself. It is only a matter of time before the Order grows in power sufficient enough to bring about Ilvanoch's return.

## THE HOLY SENTINEL

Cayla Varis, Justicar of the order, is an unknowing celestial descendant of Astrival. Sensing the darkness that plagues Ragon Astri, Astrival, now a goddess of protection, communes with and grants powers to Cayla. Torn between the duties to the Order and her moral convictions, she is likely to become the catalyst of another war between the forces of good and evil.

.....  
*Rich Lescouflair*



## THE ORDER OF THE SPIKE

The Order of the Spike (a reference to nails used in construction) is an activist movement as much as it is a militia. The Order is a group of protectors self-charged with healing the wounds of war. Its members hail from all faiths but are united by the Tenets of the Nail, a philosophy of compassion that requires swearing off tools of death. The Order defends pilgrims and caravans of humanitarian goods during wartime. They provide military defense to small villages, as well as groups of people displaced by conflict. Finally, the Order rebuilds and heals communities ravaged by war.

## HISTORY

The Order of the Spike was founded during military conflict some four centuries ago, a decades-long period of untold suffering. Burdened by the death and pain surrounding them, a multinational council created the activist-militia group, united by the common goal of preventing war's worst atrocities. Since its formation, the Order of the Spike has grown to dozens of decentralized units utilizing persuasion, humanitarianism, and force when needed to protect those needing aid.

A key figure in the Order's formation was a human woman named Mama Nichellee (also lovingly nicknamed Santaye by members). Mama Nichellee was an elderly wise woman, heartbroken watching young people marched off to fight a bloody war from which they would never return. Santaye joined the council, and while she never lifted a weapon herself, her spoken word became the Tenets of the Nail. Mama Nichellee is rumored to have died when she met an invading army to propose peace. In martyrdom, Santaye ensured the immortality of her teachings.

## MEMBERSHIP

While not excluding men or non-humans, the majority of the Order's membership is human women of color. NPC's and character classes of all sorts are represented in the Order, although most are martial characters often wielding divine magic (such as rangers, clerics, and paladins).

## BELIEFS

Members of the Order of the Spike revere Mama Nichellee's teachings, collectively known as the Tenets of the Nail. Reverence of this belief system is so intense that paladins may replace their Oath's Tenets with these instead. The key points of the Tenets of the Nail are as follows.

- "The highest value is the love you feel for others." This sense of compassion extends to all people, even those unworthy of it.
- "The truest test of belief is the willingness to sacrifice yourself." Believers must be willing to give their blood, sweat, and even lives for a worthy cause.
- "The metal that makes the sword can also make the nail." The most noted belief of the Order, it is taught one must abstain from creating and using physical and metaphysical tools of murder. Followers avoid using certain weapons such as swords in favor of staves, axes, and hammers. Magic used exclusively to kill is anathema.
- "The sunrise comes in all colors." Bigotry of any sort is not permitted, particularly the hatred of other nations, races, cultures, and faiths.

- “Set down the conflict to raise up the children.” The philosophy respects the call to rear a family, and most Builders do leave for several years to do so. Believers are expected to refrain from dangerous activities while raising their children. Most adherents choose to return to active status after their children reach adulthood.

## SYMBOLS OF THE ORDER

Members of the Order of the Spike often wear symbols reflecting their belief. Tools used in construction are often represented, as are nails crossing a blade. Wooden posts hammered with protruding nails are often placed on roadways, in towns, and on buildings overseen by the Order.

## NEW FEAT

### EXALTED OF THE SPIKE

Your spells bring gentle submission and perfect peace.

**Prerequisites:** The ability to cast divine spells, adherence to the Tenets of the Nail.

**Benefits:** A spellcaster with this feat can choose to render unconscious rather than kill a living target through spell damage. This choice cannot be made for constructs or undead. Additionally, whenever a character with this feat casts *sanctuary*, *calm emotions*, *forbid action*<sup>UM</sup>, or *lesser geas*, the save DC of the spell is increased by 2.

If a character with this feat rejects the Tenet of the Nail, they lose its benefit and may not choose another one in its place.

.....  
*Connor Self*

## THE QUEEN OF PLENTY

Ever since the Queen of Plenty and her six sons settled in the old, haunted castle a shadow has fallen across the highlands. People go missing, strange lights shine in the sky at night, and monsters of all kinds have been drawn to the wooded mountains, adding to the mounting terror. Locals have been bringing offerings to the castle's doors for years, believing that their sacrifices will keep the madness within at bay, but the evil blooming in the Queen's heart and that of her degenerate sons will never be satisfied with a sheep or firstborn child when there is so much more to take.



Most mountain folk believe the castle cursed since it has driven mad or killed everyone who has ever lived there. The graybeards recall hearing from their grandparents how the Queen's ancestors put to death the workers who built the place and interred their severed heads in a vault buried deep in the mountain on which the fortress stands to ensure none of its secrets would ever be revealed. The ghosts of those builders haunt the place still and have been tormenting the residents for a hundred years or more.

Given the place's reputation, many wondered why the Queen and her six young sons would move into the place, even though the crumbling castle was theirs by rights. People whispered that the Queen fled to the place after poisoning her husband, while others claimed she was set aside for a younger, prettier queen. Whatever her story, the castle's effects on the family were immediate and pronounced, and as they slid into madness, the people who lived on their lands began to suffer. Shepherds disappeared and the bodies of woodcutters were found hanging in the branches of trees. All knew the sons were to blame for the violence, but there was nothing anyone could do. And thus did the appeasement begin and it has continued the long years since.

The castle stands in a range of old, hoary mountains, almost hidden by the thick forest blanketing the slopes. Reaching the castle requires taking a twisting and winding trail that climbs along knife-edge ridges, switchbacks, and the like. Aside from the mountain goats and lions that hunt them, there are plenty of trolls and other nasty creatures roaming this region.

A tall and wide turret at the front of the castle greets travelers who manage to reach the castle. A drawbridge that, when lowered, spans a one-hundred-foot drop at the bottom of which one finds jagged rocks and broken bones. A pair of crumbling curtain walls with battlements sweep back to either side where they find a set of towers, though one broke off halfway up. Another wall connects the rear towers to fully enclose the courtyard.

Behind the walls stands a keep of modest size, along with a number of smaller buildings. A garrison building, quarters for servants, a kitchen, blacksmith workshop, and stable all cluster together around the keep in the center of an open courtyard littered with fallen stones, branches, and rubbish. Most of the buildings have been empty for years and are no longer safe for exploration.

The keep has three stories and contains some two dozen rooms, of which a third are bedrooms, but also include an audience chamber, a couple of ballrooms, dining room, and more connected by hallways, some open and others hidden, and staircases that lead nowhere. The cellars below the keep once held casks of wine and foodstuffs but are now a haven for the worst things in the place, including a vicious poltergeist that torments anyone who ventures into the darkness.

**The Queen** is an older woman with severe features, mad, rolling eyes, and a cruel streak. She's delights in pitting her sons against each other, and giggles like a little girl when their fighting draws blood. Her sons, which she sometimes takes as lovers, include **Brutus**, a hulking, dim-witted man approaching his late fifties. He has a fondness for stalking hunters and strangling them in the nearby woods. The twins, **Angus** and **Saul**, have embraced their madness. One is a sadist and the other a masochist, and both delight in the attentions their mother gives. The fourth son is **Victor**: Thin, studious, and in his middle years, he passes his time studying old manuscripts of the occult that he found in the library. **Mad Michael** regularly roams the mountains searching for innocents to despoil, while the youngest, **Philip**, is an idiot who wears soiled diapers despite being in his mid-thirties.

Despite its unwelcoming atmosphere and the wickedness of its inhabitants, the castle holds some allure for its rumored that the old master of the place buried his treasures somewhere under it—the sons have all searched but with no luck. Furthermore, the Queen of Plenty took her husband's crown with her when she fled and has since hidden the jewels that once encrusted it throughout the castle grounds. A few bands of adventurers have sought to test their mettle against the castle and its inhabitants, but none have survived the effort and their rotting heads now grace the castle walls as a warning to others who might seek to follow in their steps.

.....  
*Robert J. Schwalb*



## SHELAR

The city state of Shelar controls nearly 3000 square miles of unforgiving wilderness where few people are normally willing to risk the dangers and marauding monstrous tribes. The city grew up in recent years near the isolated tower of a powerful elven archmage, Gelfar Magist. Now ruled by the rather reluctant “King” Gelfar, his immense magical talent has allowed Shelar to become a beacon of civilization. The population has been steadily growing, even encompassing another local town, Brath, which the king has somewhat jokingly made a principality in its own right, with his wife's brother Chemlak as the prince. Given the economic importance of Brath's (quite secret) mithral mine, the dark elven Prince Chemlak takes his responsibilities very seriously.

Though there are a few carefully positioned military outposts to protect the area from monstrous attack, Shelar has no other settlements of note. Other significant resources currently being exploited are the river Denmire, which is navigable by river craft for its entire 600 mile length to the coast, and the Serpentscale Forest, home to a family of green dragons, who are kept in check by the combined might of King Gelfar's magic, and the raw power of his most trusted councillor, Lady Theya, who appears to most as a middle-aged woman of independent means, but is in fact a gold dragon in disguise.

Most of the citizens are involved in either fishing, with the Denmire providing enough trout that it is a major export, farming, or the logging industry. The Serpentscale Forest has an unusually high proportion of darkwood growing within, a fact which Shelarians are trying to take careful advantage of, without losing too many lumberjacks to so-called “green burn”, which they use to describe any dragon-caused fatality.

Shelar is extremely willing to accept people from any background, from any place, as long as they abide by the rather relaxed laws which place a great emphasis on being good neighbours. As such it has attracted citizens from many species which would not normally be found in even a human frontier settlement, such as orcs, lizardfolk, and even a small group of troglodytes, though they tend to keep to themselves. These are in addition to a melange of humans, elves, dwarves, gnomes and halflings, and all of these disparate people live side-by-side in relative tranquillity by following the simple, almost folksy guidance “be good to each other, and don’t disturb the king,” which may sound like it, but is not a threat. Many a tough in the city has been brought almost to tears with a disappointed look and a few words from King Gelfar, as he quietly chastises wrongdoers who are abundantly aware that they could be incinerated where they stand.

The much smaller town of Brath is significantly stricter in application of the Prince’s legal mandate, since Chemlak is a very firm believer that people behave better if they know what the rules are. This is helped a great deal by the high proportion of citizens who work the mithral mine, since miners who don’t follow the rules often wind up buried. Far from being a staid and rigid place, Brath is known for generous tax terms for citizens, and the extravagant festivals the Prince is fond of hosting to honor his wife, a young, somewhat strangely behaved, human woman who is reluctant to share details of her past.

.....  
*Ben Walklate*

# SILVER SHIELD — SHADOW FIST

Nolan stepped into his chambers, the shadows of the waning sun reflecting the darkness that was falling over him. During the light of day, he served the King as one of his Silver Shields, those that stand between the enemies of the crown and King Ehrglast. The Shields are the defense of the King and the Kingdom. But that was before the black steel blade was delivered to him. The weapon that served as both order and device of the

king’s wrath to an enemy of the state.

Unhooking the polished long sword from his belt, Nolan set it in place on the rack holding his knight’s armor. Worn for ceremonies and wartime campaigns, he would not be needing it tonight. Tonight, he was the weapon of both his king and his god. For any enemy of King Ehrglast was also an enemy of Roanduke, Lord of the Sun and Sky.

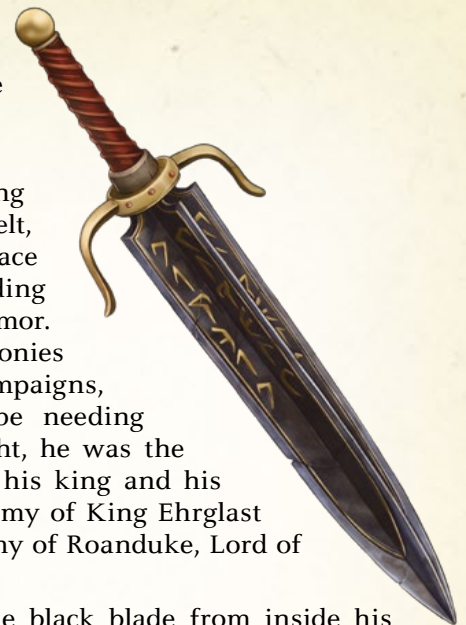
Nolan drew the black blade from inside his jacket and looked at the name inscribed there just once. Committed to memory, he called upon the power and strength of Roanduke to lead him to his quarry. The vision of the Silver Shield shifted and opened through the magic afforded to him. His point of view shifted fast, giving the illusion of movement. It sped out of the window, through the courtyard and into the streets of the city. Past merchants selling their wares into the night and laborers making their way home after a long day’s work. The speeding image continued to accelerate into an inn, past the taproom, and into the darkened back room where Duke Enzo was holding his nightly game of Knights and Queens.

With the mark of the Shadow Fist upon his target, Nolan’s eyes opened. He stepped past the rack holding the gleaming armor and to the wardrobe hidden in the side of his chamber’s mantle. With practiced ease the knight switched out of his bright blue coat and into a dark black hooded tunic with a scarf drawn across his face as a mask. Tonight, he wasn’t a Silver Shield, but a Shadow Fist – the wrath of Roanduke and the King.

Tucking the black steel blade into his belt, the assassin made his way out the window and into the night. The command came to him from Ehrglast himself, and he would find the bloodied blade in his chambers by morning – proof of the deed done.

In the back chamber of the Wit and Wager Inn, a game of chance could always be found. And Duke Enzo was never one to turn down a good bet. Or a bad bet. Any bet, for that matter. In this venue, the Duke held court as surely as the King does in his audience hall. Even though he lost more often than he won, all the regulars loved to see him at the card table. But this night, he had to break court early. His losses exceeded his pocket funds sooner than usual.

He made a mental note to check in with his contact in the diplomats from their neighbors. When the well runs dry, they are always good for a few extra coins before the next tax collection in his lands.



With less jingling of coins in his pouch, but plenty of wine swimming through his body, Enzo didn't notice the shift in the shadows. He barely noticed the man in dark clothing that nearly bumped into him. Lucky for the stranger, he spun at the last minute to shift around the noble, not even touching him.

Enzo's chest swelled a bit with pride at the deference the other man showed him. This was the reason he had a full amount of air to escape his lungs at the black steel, cross-bladed blade slid into his back. It pierced something important on the way to putting a hole in his left lung. Moreover, he felt the sting of the poison on the blade right before the letters of his name that were etched into the blade flared to life with divine power burning the cross-shaped wound, keeping it open and bleeding. Even if the poison, or divine might didn't kill him, the loss of lifeblood streaming from him like a maple tapped for its sap would.

Nolan drew the blade back out as quickly as he inserted it, not even slowing in his step. He stepped into an alley just past the point of the attack and doubled back to the castle. The last stop for the Assassin Knight would be the King's Chambers, to return the blade that served as the issue of his kill order. His job complete, and the Crown safe from another traitor.

.....  
*Zombie Joe Alfano*



## THE SISK

"Yes, I am of the Sisk. And yes, the Sisk are at war. But look about you; this is a land of chaos and evil. Liches raise and spew from 'The Valley' like unchecked locusts, Topecian powers bring strife to our doorstep, and The Chaos of the Northern lands threatens to envelop us each and every waking day. It is not enough to sit and protect one's borders, waiting for the horrors of the outside world to consume us. So yes, the Sisk war ... we war to bring peace to this world. And on the tips of our hoplites, under the hammers of our war-golems, peace there shall be."

The Sisk occupy Eastern Oljanus and several far-flung provinces further west and north, including the long island chain leading into lands previously unknown. The recent discovery of a new continent has refueled The Sisk's need for wealth, raw materials and slaves, but also provided an alternate means for fueling their war golems; a great concern to the rest of the world, for they are an expansionist empire intent upon bringing their brand of peace through their own political and religious ideologies, but 1,000 years on and their war-machine is thinly stretched, over-taxed and on the brink of collapse. The Sisk are largely human, with low percentages of humanoid creatures such as dwarves, halflings and elves. Goblinoid races and hostile creatures are hunted mercilessly, so are typically only found in deep wilderness areas where regular patrols are non-existent.

## PEOPLE

Overall, the Sisk are well-established, well-educated, and happy. Their expansionist ideology has created wealth, demanded invention, and created a culture that is heavily reliant upon slavery. This has somewhat fostered a self-deserving attitude of entitlement and superiority, although wiser and more questioning citizens can see how overstretched the empire is and have started to question many aspects of The Sisk culture.

The recent slave revolts of 1087 AR and 1118 AR caused shortages in important crops, escalated prices, and caused the poor to endure many hardships, the lower classes to suffer, and the rich to become even richer. Landowners expelled small farmers to develop large estates effectively with the sole purpose of 'cashing in' on the high demand for products such as meat, olive oil, wheat, wine, and cloth, but this resulted in poor cultivation practices and has pushed the empire even closer to the brink of collapse.

## CLIMATE

Varies wildly and largely seasonal. The odd, fragmented, multi-fingered peninsula-like shape to Sisk creates chaotic weather patterns characterized by hot and dry mid-year summer months, and rainy winters. Mid country tends to have cool summers and mild winters, while further south the weather can become absolutely frigid for a large portion of the year. Mid-country weather is often cloudy with heavy rainfall, while the northern coast is characterized by a summer heat haze, lower rain and palm trees.

## POLITICS

Internationally, the Sisk have historically warred with most other countries, or allied with and then assimilated them. Their advanced culture, philosophy and technologies have created a culture of self-righteousness,

while the burgeoning empire has developed great greed; combined these have created a cocktail for almost continuous war and aggressive expansion.

Western Oljanus – the location of the sprawling city states of Maras – is impenetrable enough to offer enough hardship and little reward to the Sisk Empire, although this has not prevented isolated pushes into the deeper Marasian territories. Ironically, it is the shadow of the Valley of The Lich King - which has plagued Maras for its entire history - that proves to be the greatest deterrent to Sisk incursion.

Further to the east, the continent of Druath Glennan is afforded some protection due to the distance between the countries. However, it is chaotic nature of this country with its wild tribes, fragmented city states, and inhospitable terrain that serves as the greatest deterrent.

These two countries fall in and out of war often, particularly between The Bragar Barony, the Dwarven Shires, and the Sisk, but it is The New World that has provided the latest – and greatest – battlefield.

## CURRENT INTERESTS

The Sisk are extremely expansionist, self-righteous, and have strong religious ideologies; a potent combination. The mixture becomes truly explosive when the agitation of newly discovered continents rich in resources, slaves, and prospective religious converts comes into play. Sisk interests elsewhere in the world have waned and all previous expansion efforts are on hold, while all attention has been focused into the Northern hemisphere and the newly discovered lands.

The country is now entering an era where some see the true state of things, while others are complacent in their ignorance. Collapse, radical change, or salvation through the wholesale acquisition of other lands seem to be the only options available, elevating the Sisk into a state of near constant warfare.

.....  
*Alyssa Faden*



# SOMETHING FISHY IN THE KINGDOM

Hasit the Triton King raised a mailed fist, pulling his phalanx of hippocampi cavalry to a halt before the walls of the merfolk city. Furtive faces peered out from narrow gaps, the tips of tridents and harpoons glinting in the mottled light. The living coral spires and lattices of vibrant sea-fans were already badly damaged, but they still teemed with life.

“Your Highness, you should not be here.” High Schoolmaster Rashi nudged her mount up to her liege’s side. “You need not lead this attack. You are too valuable.”

“How can I not?” Hasit refused to look at his general. She didn’t want him to go into battle for many reasons, few of them political. “If I fall, I have heirs enough.”

“You do, my king.” Hasit could hear the emotion in her voice. Many of his heirs were hers as well.

The merfolk’s flag rose, fluttering in the lazy current, crossed tridents on a blue field. His own banner, the golden head of a mighty hippocampus on red, rose on a lance in answer.

The nooks and grottos of the city issued forth a vast school of merfolk, tridents gleaming, shell armor polished, faces grim. In the fore, Queen Trident-holder Maris, swam among her escort of Fin-Knights. Her colorful tail flipped and fluttered nervously as the massed army formed up in tight schools. They approached Hasit’s phalanx cautiously, weapons at the ready.

Queen Maris stopped to hover before him, her comely features cast in a sorrowful scowl, her recent loss painfully evident. She nodded once to Hasit. “Your force is formidable, Triton King.”

“As is yours, Trident-holder.” He removed his helm and nodded to her. The tritons and merfolk had had strained



relations in the past but never had warred. Today that would change. "The question is, will they be enough."

"They must be." She waved her gleaming trident over her head, blue light flaring from the tines. "The school has spoken."

"I see." Hasit frowned; he understood little of the political process that governed the merfolk; a curious and magically enhanced democracy where all had equal voices. The school spoke as one voice, and their decision was irrevocable. It seemed like mob rule to Hasit, but then, some surface dwellers had even begun to adopt similar forms of governance.

"We go to war, King Hasit!" Maris stared at him evenly, her fins twitching in anticipation. "Do you honor our pact?"

This was the moment. One word would send the nations of the tritons and merfolk into a conflict that might well destroy them both. Another word would save his people but would doom the merfolk to annihilation. There was no choice.

"Yes!" King Hasit replaced his crested helm and held his lance high. "As king of the tritons, I vow my life, my armies, my very blood to your defense, Queen Maris. We go to war against the Sahuagin this day! We swim as one school, fight as one, die as one, and prevail as one!"

"To war!" Maris cried, and the merfolk voices rose in an ululating song of vengeance.

## AUTHOR'S NOTE

I've had a lot of success delving the seas in my stories. Marine environments are different from a gaming standpoint, too. Think about defending a city or castle; you have potential enemies coming from all angles. Construction would need to accommodate that. Defenses could include nets, stinging growths on the walls, with cavalry of hippocampi, sharks, and narwhals. I also had a great time with the psychological aspects of merfolk, and how they might differ from terrestrial people. Fish population dynamics, sexuality, and reproduction are interesting. They get aggressive when the population is too dense, males often carry the young (sometimes keeping the babies safe in their mouths!), and some species change sex. If the dominant male of a patch reef is picked off, the dominant female becomes male. In a gaming and fantasy milieu, the queen could become king!

.....  
*Chris A. Jackson*



*Nurtured from wisdom, courage, and love  
is the brightest life.*

# TSARGOTH AND TREORI

Tsargoth and Treori represent two draconic domains not far distant as the dragon flies, but worlds apart in how they fit into the world.

## TSARGOTH

Tsargoth is a golden dragon living far to the north in what most would call an arctic desert with his mate Embyr. His domain is a safe haven from the undead who plague the lands to the south, the icy cold being far too inhospitable to many of the undead hordes to venture into directly. The gold welcomes nearly everyone into his kingdom recognizing the challenges they would have already had to face in reaching him. Normally accepting them as refuges or allies against the undead so long as they are accepting of the diverse races and cultures that already call his region home.

His kingdom nestled against the southern side of a great peak with several smaller mountains and larger hills forming natural borders around habitable area

of his land. The large valley being the bulk of his territory with a lake in the center. The northern large peak houses a wealth of crystal, metals, and minerals. Underground lava flows and a liberal use of magic help to keep the lands comfortable, if a bit cool, for those not accustomed to what would otherwise be a very frigid environment.

The dragon sees his citizens as his extended family happily sharing his resources, knowledge, stories, and beliefs with all those who would listen. He is deeply spiritual. Believing in a mother platinum dragon, a goddess of light, life, and mercy. He mirrors her detest for the un-living, destroying them whenever encountered.



# QUIRINTREORIURYTE (TREORI)

It started small. A dangerous plan to liberate a family of roughly twenty kobolds from the oppressed population of the underground city where **QuirintreoriurYTE** and her two companions, a half-orc named **Hehk Veyal** and a half-elf named **Conlan Starsinger**, had hurriedly left not even a week before. They recruited a handful of orc and half-orc mercenaries, purchased a couple of carts and a dozen or so crossbows before daring to return to the outskirts of the underground city. From there she flew alone to explain to the matriarch of a kobold family that her daughter was in fact alive and waiting for her roughly a day's travel away. It was time to go. Now!

In the coming months, the mountainside community grew welcoming any willing to leave any prejudices behind. At first supplies, tools, and defense were provided to them by Treori and her companions as the kobolds learned about life quite different from what they were used to. Treori made her lair within the borders of the community and under the leadership of this charismatic extraplanar and empathic dragon it thrived.

Being a ruler was not at all what Treori had expected but it was something she took to naturally. Her empathy helped her when dealing with her subjects, her potential allies, and even enemies. She ruled fairly being attentive to the needs of all her citizens, having learned early in her life that for most that "civilization" was simply what

the strong and well-armed called their bullying and oppression of those they deemed undesirable. This was something she was going to be sure wouldn't happen in her domain.

Over the next several years her domain grew. The first settlement, named Dream Sanctuary, grew to a mid-sized town with its population consisting mainly of kobolds and its economy mainly focused on mining and smithing. Much of Dream Sanctuary's population is comprised of so-called "monstrous" races, including 50% kobolds, 12% orcs, 10% half-orcs, 9% goblins, 5% lizardfolk, with barely 1 in 7 citizens being human or one of the more familiar humanoid kindreds.

The second largest settlement named Sídhe was at the opposite end of her kingdom at roughly half the size with its primary focus on farming and agriculture. Several smaller settlements were dotted throughout her kingdom all of which the dragon could easily reach within a day's flight.

.....  
***Tsargoth Runeclaw***



# APPENDIX A: 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 A-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

# APPENDIX A: NOBLE TITLES AND FORMS OF ADDRESS

**TABLE A-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 A-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 A-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
101-200	Rajku	Maharajkumar/-kumari	Your Highness
	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificent Sovereign
	Raj	Rajah/Rani	Your Royal Highness
	Shogunate	Shogun	-dokoro appended after name
201+	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Tenno or Mikado	Heavenly Sovereign

# APPENDIX A: NOBLE TITLES AND FORMS OF ADDRESS

	Khanate	Khaqan/Khatan	Khaqan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

**TABLE A-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	Quaestor	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 A-6: KINGDOM SIZE AND TITLES (COMBINED)**

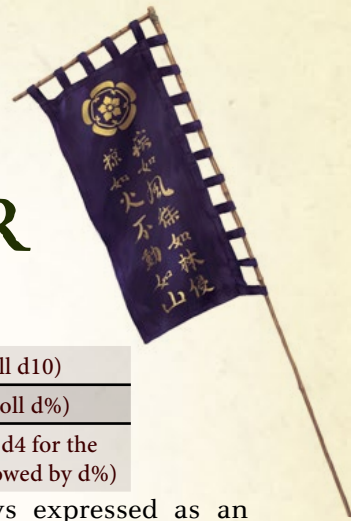
KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Baronetcy	Baronet	Honorable Sir/Lady
	District	Aedile	Distinguished Servant
	Estate	Landed knight	Sir/Lady
	Farat	Fares/Faresah	Master/Mistress
	Fief	Nan	Lord
	Myo	Shizoku	-san appended 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
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

# APPENDIX A: NOBLE TITLES AND FORMS OF ADDRESS

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
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
51-100	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 Magnificent Sovereign
	Kingdom	King/Queen	Your Majesty, Your Royal Highness
	Mamlaka	Malik/Malikhah	Your Magnificence
	Prelacy	Prelate	Your Reverence
	Raj	Rajah/Rani	Your Royal Highness
	Republic	Consul or Archon	Speaker for the Republic
	Shahdom	Shah/Shahbanu	Your Majesty
	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



# APPENDIX B: ARMY AND UNIT NAME GENERATOR



While it is certainly possible to use simple numeric designators for each of the military units you use in a mass combat scenario, that misses a lot of the fun that can be had in a fantasy game. Nobody will remember their heroes in their epic battle against the 1st Army, but everyone will remember the time they faced down the Flying Tigers in a battle that raged across air, land, and sea. If you want to inject a mass combat scenario with a hefty dose of color and flavor in a way that really ties the clash of arms to the campaign world and invests your PCs in the key players and politics around them, putting specific and evocative names to things can help. True, some players will never remember, but some will, and this kind of detail need not be irrelevant window dressing. Instead, it can serve as a bridge for players that are busy with their lives outside the game to anchor their recollections of the sweep and flow of the game world. For that matter, it's a lot more fun for you as the GM to have armies and units with colorful names ready to sweep across the battlefield and etch their names into the lore of your campaign. The following tables are presented with an eye towards allowing you to creating army units quickly and easily.

**TABLE B-1: NAMING PATTERN**

01-10	The <u>X2</u> <u>X5</u>
11-20	The <u>X3</u> <u>X5</u>
21-30	The <u>X5</u> of the <u>X4</u>
31-40	The <u>X5</u> of <u>X6</u>
41-50	The <u>X5</u> of <u>X7</u>
51-60	<u>X7</u> 's <u>X5</u>
61-65	The <u>X2</u> <u>X5</u> of <u>X6</u>
66-70	The <u>X3</u> <u>X5</u> of <u>X6</u>
71-75	The <u>X4</u> <u>X5</u> of <u>X7</u>
76-80	<u>X7</u> 's <u>X2</u> <u>X5</u>
81-85	<u>X7</u> 's <u>X3</u> <u>X5</u>
86-90	<u>X7</u> 's <u>X4</u> <u>X5</u>
91-95	The <u>X4</u>
96-00	The <u>X5</u>

Once you determine the naming pattern for the unit, use the following tables to fill in the blanks.

**TABLE B-2: UNIT NUMBERS**

01-70	Single digit (roll d10)
71-95	Double digits (roll d%)
96-00	Triple digits (roll 1d4 for the hundreds place, followed by d%)

Unit numbers are almost always expressed as an ordinal number (e.g., 1st, 20th).

**TABLE B-3: UNIT COLORS**

01-03	Amber
04-06	Ashen
07-12	Black
13-18	Blue
19-21	Brass
22-24	Brazen
25-27	Bronze
28-30	Copper
31-35	Crimson
36-38	Diamond
39-41	Ebon
42-44	Emerald
45-50	Golden
51-54	Gray
55-60	Green
61-65	Iron
66-68	Purple
69-74	Red
75-77	Ruby
78-80	Sapphire
81-83	Scarlet
84-86	Silver
87-91	Steel
92-94	Stone
95-99	White
00	Other

Many units incorporate the name of a color in their name. You can also use this table to help determine the colors in a unit's insignia or battle standards.



# APPENDIX B: ARMY AND UNIT NAME GENERATOR

TABLE B-4: UNIT DESCRIPTORS

01	Bastard
02	Bleeding
03	Blessed
04	Bloody
05	Broken
06	Brutal
07	Catspaw
08	Comet
09	Courageous
10	Crazed
11	Darkstar
12	Deadly
13	Death
14	Death's Head
15	Deathstrike
16	Deathwatch
17	Dirty
18	Draconis
19	Dragon
20	Drunken
21	Fated
22	Fatherless
23	Fearless
24	Fearsome
25	Filthy
26	Flaming
27	Free
28	Furious
29	Ghost(ly)
30	Glorious
31	Grand
32	Handsome
33	Happy
34	Hardy
35	Hateful
36	Honored
37	Howling
38	Hundred
39	Hungry
40	Ice
41	Illustrious
42	Imperial
43	Keen
44	Killer
45	Laughing
46	Light
47	Lion
48	Marvelous
49	Masked

50	Matchless
51	Merciless
52	Merry
53	Midnight
54	Mighty
55	Moon
56	Motherless
57	Naked
58	Nova
59	Phantom
60	Quiet
61	Ragged
62	Rampaging
63	Righteous
64	River
65	Royal
66	Rusty
67	Sacred
68	Savage
69	Scarred
70	Screaming
71	Shadow
72	Shattered
73	Shining
74	Shorn
75	Shrieking
76	Silent
77	Sinister
78	Smashing
79	Smiling
80	Snow
81	Splendid
82	Star
83	Storm
84	Sturdy
85	Sun
86	Supreme
87	Swamp
88	Swift
89	Tainted
90	Thorn
91	Thousand
92	Thunder
93	Titan(ic)
94	Unsullied
95	Vengeful
96	Victorious
97	Vine
98	White Star
99	Wild
100	Witch

# APPENDIX B: ARMY AND UNIT NAME GENERATOR

TABLE B-5: UNIT TITLES

01	Angels
02	Avengers
03	Axes
04	Band
05	Bastards
06	Blades
07	Brigade
08	Brothers
09	Bulls
10	Bunch
11	Cats
12	Centurions
13	Champions
14	Chargers
15	Claws
16	Cloaks
17	Colossus
18	Commandos
19	Company
20	Crusaders
21	Daughters
22	Defenders
23	Demons
24	Destroyers
25	Devils
26	Dogs
27	Dragons
28	Dragoons
29	Drakes
30	Eagles
31	Falcons
32	Fist(s)
33	Foxes
34	Ghosts
35	Guardians
36	Guards
37	Hammers
38	Harpy(ies)
39	Heroes
40	Hogs
41	Hounds
42	Howlers
43	Hundred
44	Hussars
45	Intruders
46	Invaders
47	Jacks
48	Juggernaut
49	Killers
50	Knaves
51	Knights
52	Lancers
53	Lances
54	Lash
55	Legion
56	Leopards
57	Liberators
58	Lions
59	Maidens
60	Maniacs
61	Marauders
62	Masters
63	Mavericks
64	Menace
65	Orphan-Makers
66	Panthers
67	Partisans
68	Phantoms
69	Phoenix
70	Plumes
71	Raiders
72	Rangers
73	Rats
74	Ravagers
75	Reavers
76	Sashes
77	Savages
78	Scoundrels
79	Serpents
80	Sharks
81	Shields
82	Sisters
83	Skulls
84	Smashers
85	Snakes
86	Sons
87	Spears
88	Stags
89	Stallions
90	Swords
91	Talons
92	Tempest
93	Terror
94	Thunderbolts
95	Tigers
96	Wardens
97	Warriors
98	Watch
99	Wolves
100	Wreckers

# APPENDIX B: ARMY AND UNIT NAME GENERATOR

TABLE B-6: UNIT PLACES

01-10	Battlefield
11-15	Body of water
26-45	City
46-65	Country
66-70	Desert
71-75	Forest or Jungle
76-80	Mountain (specific mountain)
81-85	Mountain range or hills
86-90	Ruined or fallen kingdom
91-95	Ruined city, fort, or settlement
96-00	Swamp or marsh

The specific proper names that armies will incorporate into their unit names depends on the campaign world and the army's place of origin. In the case of a unit named for a battlefield, it may be the name of a famous battle historically speaking, or it may have been the site of that particular unit or army's greatest triumph.

TABLE B-7: UNIT NAMESAKE

01-15	Deity
16-45	Commander (current)
46-60	Commander (past famous commander)
61-65	Name of merchant house or similar business consortium
66-70	Name of wealthy or noble family
71-75	Ruler of local area (current)
76-80	Ruler of local area (past famous ruler)
81-90	Ruler of nation or empire (current)
91-00	Ruler of nation or empire (past famous ruler)

The specific proper names that armies incorporate into their unit names are often related to an individual in whose authority the army has been formed. Such a figure is usually an earthly authority like a king, baron, or wealthy patron, though in the case of an army of religious crusaders the army may be named for the deity it represents.

# APPENDIX C: BESTIARY OF TROOPS

A troop is a group of creatures that comes together to form a composite whole. A troop is an abstraction, where all the individual creatures comprising the troop work together and are treated as a single large mass that acts and fights as one. A troop may be an organized group of trained soldiers but it also could be used to represent a pack of animals or a gang of monsters that all work together. Full rules for the *troop subtype* are found in *Pathfinder Roleplaying Game Bestiary 6*, along with a number of sample troops for use in your campaign. The base rules for troops are reprinted here for ease of reference, and this section includes a variety of sample troops for you to use in your campaign.

- **Troop Subtype:** A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit

Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures

consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

- A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.
- A troop is never staggered or reduced to a dying state by damage.
- **Immunity to being Tripped or Bull Rushed:** A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.
- **Immunity to Single Target Spells:** A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple target spells such as haste), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as fireball or mass hold monster).
- **Vulnerable to Area Effect Spells:** A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

- **Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage Reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.
- **Chaos of Combat:** Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

**Looting Troops:** Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting.



# CREATING A TROOP

“Troop” is a template that can be added to any Small, Medium, or Large creature. A troop retains all the base creature’s statistics and abilities, except as noted here.

**Challenge Rating:** As the base creature +3. If the base creature’s CR is less than 1, a troop of creatures of that type has CR 3. If the base creature possesses a special attack that affects an area, its CR increases by 1.

**Alignment:** As the base creature.

**Type:** The base creature’s type is unchanged, but it gains the troop subtype.

**Size:** The base creature’s size is unchanged. The troop as a whole occupies the same space as a Gargantuan (or Colossal, if the base creature is Large) creature, though the space it occupies is shapeable (with a minimum dimension equal to the size of the base creature). Its reach is determined by the size of the base creature.

**Speed:** As the base creature.

**Senses:** As the base creature.

**Armor Class:** A troop’s natural armor bonus to AC is increased by 1 plus the CR of the base creature (+0 if its CR is less than 1).

**Hit Dice:** A troop gains 4 racial Hit Dice, plus a number of racial Hit Dice equal to the CR of the base creature (0 Hit Dice if its CR is less than 1). If the base creature has class levels, it replaces the Hit Dice from those levels with an equal number of racial Hit Dice.

**Saves:** Recalculate the creature’s saves based on its type and its racial Hit Dice.

**Defensive Abilities:** A troop retains all of the base creature’s defensive abilities and special qualities. It also gains the following additional defensive abilities.

**Immunity to being Tripped or Bull Rushed:** A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

**Immunity to Single Target Spells:** A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple target spells such as haste), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as fireball or mass hold monster).

**Troop Tenacity:** A troop is never staggered or reduced to a dying state by damage.

**Weaknesses:** A troop retains all of the base creature’s weaknesses and vulnerabilities. It also gains the following additional weakness:

**Vulnerable to Area Effect Spells:** A troop takes half again as much damage (+50%) from spells or effects that

affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

**Melee Attacks:** Creatures with the troop subtype don’t make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop’s stat block has “troop” in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice.

TROOP'S HD	TROOP BASE DAMAGE
1-5	1d6 + Str modifier
6-10	2d6 + Str modifier
11-15	3d6 + Str modifier
16-20	4d6 + Str modifier
21+	5d6 + Str modifier

Unless stated otherwise, a troop’s attacks are non-magical. Damage reduction sufficient to reduce a troop attack’s damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop’s attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack. Unlike its normal troop attack, a troop must make a successful attack roll to deal damage with an attack of opportunity.

**Special Attacks:** A troop retains all of the base creature’s special attacks, including spell-like and supernatural abilities and spellcasting. A troop may gain one or more of the following special attacks, some of which alter its CR. All troops gain the chaos of combat special attack. Saving throws against a troop’s special attacks have a save DC of 10 + 1/2 the troop’s Hit Dice + its relevant ability modifier.

**Barrage (Ex):** A troop armed with direct-fire siege weapons such as ballistae or cannon can unleash a barrage of shots as a full-round action, staggering their shots from each weapon as they reload the others they are crewing. This attack takes the form of one line for every 4 Hit Dice of the troop. Each line has a range equal to the siege weapon’s range increment (twice its range increment for cannon) and can start from the corner of any square in the troop’s space. Creatures in the line take damage equal to the siege weapon’s base damage plus the troop’s Dexterity modifier rather than its Strength modifier (Reflex half). Creatures failing their save against the barrage must attempt a second Reflex save against the same DC or be pushed back 5 feet; creatures with a bonus to their CMD against bull rush combat maneuvers, such as a dwarf’s stability racial trait, may apply that bonus to this saving throw.

A troop whose members have a feat or ability that adds to damage with the type of weapon it uses to make

its fusillade attack, such as Weapon Specialization or a fighter's weapon training or gunslinger's gun training class feature, adds that damage to the damage it deals with its fusillade. This also applies to abilities like a ranger's favored enemy or a paladin's smite evil, though only against targets of the appropriate type. The save DC is Dexterity-based.

**Bombardment (Ex):** A troop armed with indirect-fire siege weapons such as bombards, catapults, springals, or trebuchets can make indirect fire attacks with the weapon. Rather than making a standard attack roll, the troop makes a targeting roll to attack a specific square, adding its base attack bonus and Knowledge (engineering) skill modifier) to the d20 roll and comparing it to the targeting DC in Table X below. The troop takes a -6 penalty if it has no line of sight to the target square, but gains a cumulative +2 bonus for each previous miss if it is able to see where the miss landed (or +1 per miss, if that information is relayed by an allied observer)), and a +10 bonus on additional shots to attack the same square after a hit.

On a miss, roll 1d8 to determine the direction of the miss (a 1 indicates the shot falls short, with 2 through 8 counting squares clockwise around the target square), and roll 1d4 per range increment of the attack to determine how many squares away the shot lands. The attack deals damage to any creatures or objects in the square it hits, regardless of whether that was the intended square.

At the GM's option, it may be more difficult to hit moving creatures in the target square, granting creatures in the targeted square a Reflex save for half damage with a DC equal to the result of the targeting roll minus 10. Alternatively, you may apply the creature's size and Dexterity modifiers to its AC and any dodge or deflection bonuses to its AC as modifiers to the targeting DC. If the targeting roll does not meet this DC, the target creature takes either half damage (if moving less than

30 feet per round) or no damage (if moving at least 30 feet per round).

A troop with this ability can launch a deadly rain of missiles as full-round action at a square up to 30 feet away (for thrown weapons) or anywhere within 1 range increment for other ranged weapons, dealing its troop damage plus its Dexterity modifier (rather than its Strength modifier) in a 10-foot-radius burst (Reflex half). A troop can use its volley attack at double the normal range but deals only half damage, and the save DC is reduced by 2. A troop whose members have a feat or ability that adds to damage with the type of weapon it uses to make its fusillade attack, such as Weapon Specialization or a fighter's weapon training or gunslinger's gun training class feature, adds that damage to the damage it deals with its fusillade. This also applies to abilities like a ranger's favored enemy or a paladin's smite evil, though only against targets of the appropriate type. The save DC is Dexterity-based.

**Chaos of Combat (Ex):** Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

**Dig In (Ex):** As a full-round action, the troop can use picks and shovels to dig temporary foxholes or trenches to serve as shelters from enemy fire, or to make the terrain it digs difficult to traverse.

**Fusillade (Ex):** A troop armed with ranged weapons such as bows, crossbows, firearms, or slings can unleash a fusillade of shots as a standard action. This attack takes the form of one line for every 4 Hit Dice of the troop. Each line has a range equal to the weapon's range increment (twice its range increment for firearms) and can start from the corner of any square in the troop's space. Creatures in the line take damage equal to the troop's troop damage plus its Dexterity modifier rather than its Strength modifier (Reflex half).

**TABLE C-1: TROOPS WITH INDIRECT FIRE SIEGE WEAPONS**

WEAPON	DC	DMG	CRIT	TYPE	RANGE
bombard, light	15	5d6	x4	B and P	100 ft. (50 ft. minimum)
bombard, standard	20	7d6	x4	B and P	150 ft. (100 ft. minimum)
bombard, heavy	25	9d6	x4	B and P	200 ft. (100 ft. minimum)
catapult, light	15	4d6	x2	B	150 ft. (50 ft. minimum)
catapult, standard	20	6d6	x2	B	200 ft. (100 ft. minimum)
catapult, heavy	25	8d6	x2	B	300 ft. (100 ft. minimum)
springal, arrow	20	3d8	x3	P	100 ft. (50 ft. minimum)
springal, rocket	20	3d10	x4	fire	100 ft. (50 ft. minimum)
trebuchet, light	15	4d6	x2	B	200 ft. (100 ft. minimum)
trebuchet, standard	20	6d6	x2	B	300 ft. (150 ft. minimum)
trebuchet, heavy	25	8d6	x2	B	400 ft. (200 ft. minimum)

A troop whose members have a feat or ability that adds to damage with the type of weapon it uses to make its fusillade attack, such as Weapon Specialization or a fighter's weapon training or gunslinger's gun training class feature, adds that damage to the damage it deals with its fusillade. This also applies to abilities like a ranger's favored enemy or a paladin's smite evil, though only against targets of the appropriate type. The save DC is Dexterity-based.

*Mounted (Ex):* A mounted troop uses the size and speed of the mount to determine the size and speed of the troop. Otherwise, it gains 2 additional racial Hit Dice and it uses the better value between the mount and rider to determine its AC, Hit Dice, saving throws, and ability scores. If either the rider or mount (but not both) have resistance or immunity to an effect or any numerical bonus, that effect is halved for the entire troop. Effects such as favored enemy or bane or holy weapons that grant an additional bonus against either the rider or the mount but not both are likewise halved against a mounted troop.

A mounted troop can make a charge attack, moving up to twice its speed in a straight line. When making this charge attack, it can make an attack roll with a +2 bonus against each creature that would be damaged by its troop attack. Each creature it hits takes double damage from its troop attack. The mounted troop takes -2 penalty to AC until the beginning of its next turn. Unlike a single creature making a charge attack, a mounted troop can pass through the squares of allied creatures without interrupting its charge.

*Sappers (Ex):* As a full-round action, a troop can deal double the normal melee damage of its troop attack to objects (or to the ground, if digging in to build foxholes, trenches, or similar excavations) within 5 feet of one side of the troop, along a line up to 20 feet long.

*Trample (Ex):* A troop gains the trample special attack, allowing it to overrun creatures smaller than the base creature. In addition to its normal troop damage against creatures sharing its space at the end of its turn, the troop deals one-half its troop damage (Reflex half) to creatures in the path of its movement, including creatures sharing its space at the beginning of its turn. The save DC is Strength-based.

*Volley (Ex):* A troop armed with ranged weapons or splash weapons can hurl them as a move action at a square up to 30 feet away (for thrown weapons) or anywhere within 1 range increment for other ranged weapons, dealing its troop damage plus its Dexterity modifier (rather than its Strength modifier) in a 10-foot-radius burst (Reflex half). A troop can use its volley attack at double the normal range but deals only half damage, and the save DC is reduced by 2. A troop whose members have a feat or ability that adds to damage with the type of weapon it uses to make its fusillade attack, such as Weapon Specialization or a fighter's weapon training or gunslinger's gun training class feature, adds that damage to the damage it deals with its fusillade. This

also applies to abilities like a ranger's favored enemy or a paladin's smite evil, though only against targets of the appropriate type. The save DC is Dexterity-based.

**Abilities:** Con +2.

As the base creature, plus additional BAB based on its racial Hit Dice.

**TABLE C-2: INDEX OF SAMPLE TROOPS**

CR	NAME OF TROOP
3	Artillerist battery
3	Drunken rabble
4	Mutant marines
4	Torch-wielding village mob (MR 1)
6	Hobgoblin battle squad
6	Pirate crew
6	Savage wolf pack (MR 2)
7	Artillerist battery, elite
7	Pirate port defenders
8	Mutant marines piranha troop
8	Outlaw skirmishers
9	Jagladine tech team
11	Bloodthirsty buccaneers
11	Drow cultist troop
11	Elite imperial phalanx
11	Karn-tor war clan
11	Russian rifle troop
12	Draugr crew (MR 5)
12	Ultari acolytes
13	Mob of fanatical zealots (MR 5)
14	Ultari ur-acolytes
17	Onaryx dread strike wing
20	Myrmidon strike wing (MR 5)

# FANTASY TROOPS

## DROW CULTIST TROOP CR 11

**XP 12,800**

CE Medium humanoid (elf, troop)

**Init** +9; **Senses** darkvision 120 ft.; **Perception** +22

### DEFENSE

**AC** 21, touch 16, flat-footed 15 (+5 armor, +5 Dex, +1 dodge)

**HP** 144 (17d8+68); fast healing 5

**Fort** +11, **Ref** +12, **Will** +15; +2 vs. enchantments

**Defensive Abilities** swift healing, troop traits; **Immune** sleep; SR 16

**Weaknesses** light blindness

## OFFENSE

**Speed** 30 ft.

**Melee troop** (4d6+5 plus poison)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** channel negative energy (DC 14, 3d6)

**Spell-Like Abilities** (CL 5th; concentration +7)

**3/day**—quicken *blindness/deafness* (DC 14), quickened *dancing lights*, quickened *darkness*, quickened *dispel magic*, quickened *faerie fire*, quickened *hold person* (DC 14)

**1/day**—resist energy, shield of faith

## STATISTICS

**Str** 20, **Dex** 21, **Con** 18, **Int** 10, **Wis** 17, **Cha** 15

**Base Atk** +12; **CMB** +17; **CMD** 33 (can't be tripped)

**Feats** Combat Casting, Dodge, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Selective Channeling

**Skills** Knowledge (arcana) +5, Knowledge (religion) +5, Perception +22, Sense Motive +5, Spellcraft +5; Racial Modifiers +2 Perception

**Languages** Elven, Undercommon

**SQ** poison use, spellcasting

## ECOLOGY

**Environment** any underground

**Organization** solitary or band (2–4)

**Treasure** standard

## SPECIAL ABILITIES

**Fast Channeling (Su)** Each round as a free action, one cultist activates its ability to channel negative energy. Note that the cultist can't use Selective Channeling to select out a troop (this feat works normally for selecting out individual allies), so typically the troop places this effect outside of the troop's area entirely.

**Fast Healing (Sp)** The troop's fast healing is a reflection of the fact that each round, some cultists cast cure spells on others. Not all cultists use this ability simultaneously. The troop can gain fast healing in this manner for only up to 20 rounds per day. Activating this ability is a free action.

**Poison (Ex)** Troop—*injury*; *save* DC 13; *frequency* 1/minute for 2 minutes; *effect* unconscious 1 minute/2d4 hours; *cure* 1 save.

**Spell-Like Abilities (Sp)** This cultist troop's spell-like abilities come from a mix of actual spell-like abilities and spells the individual cultists have prepared. When the troop uses a quickened spell-like ability, only one troop member creates the effect. This effect resolves normally. (These abilities are swift actions since the action of one member does not significantly change the troop's overall actions). When a troop casts resist energy or shield of faith, this represents all the troop's members casting the spell on themselves. The effects of the spell apply to the entire troop, and successful attacks of opportunity do not have a chance to disrupt the spell-like ability. Likewise, readied actions to disrupt spell-like abilities function only if they can affect the entire area occupied by the troop.



## RABBLE

CR 3

**XP** 800

CN Medium humanoid (human, troop)

**Init** +2; **Senses** Perception +22

## DEFENSE

**AC** 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

**HP** 45 (6d8+18)

**Fort** +8, **Ref** +4, **Will** +4; +2 vs. charm and fear, -2 vs. confusion and insanity

**Defensive Abilities** troop traits

## OFFENSE

**Speed** 30 ft.

**Melee troop** +6 (2d4+2)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** malicious mischief (DC 15)

## TACTICS

**During Combat.** These disorganized ruffians are belligerent and destructive but disorganized and incapable of coherent action.

**Morale.** A troop disperses when reduced to 0 hit points or fewer.



## STATISTICS

**Str 14, Dex 15, Con 16, Int 9, Wis 10, Cha 11**

**Base Atk +4; CMB +6; CMD 34**

**Feats** Ability Focus (broadside), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

**Skills** Climb +6, Intimidate +8, Perception +3, Profession (typically sailor or soldier) +4

**Languages** Common

**SQ** drunk and disorderly, mismatched weapons

## SPECIAL ABILITIES

**Drunk and Disorderly (Ex)** A drunken rabble is often intoxicated and its members are easily distracted and prone to fighting among themselves or making sudden and erratic changes of direction as they push and shove each other. As a result, their troop attack has a 20% miss chance against any opponent they attack; this is not based on concealment, but simply them not bothering to attack an enemy in their midst. Their disorderly nature grants them a +4 bonus on Intimidate checks, and the DC of Acrobatics and Stealth checks within 5 feet of a drunken rabble is increased by 5. A drunken rabble gains a +2 morale bonus on saving throws against charm and fear effects but a -2 penalty on saves against confusion or insanity effects.

**Malicious Mischief (Ex)** A creature damaged by a drunken rabble's troop attack must succeed on a DC 15 Reflex save. If the save fails, the rabble can attempt a combat maneuver check against that creature as a free action. Roll a d6 to determine the type of combat maneuver the rabble uses: 1—bull rush, 2—dirty trick, 3—disarm, 4—steal, 5—sunder, 6—trip. This combat maneuver does not provoke attacks of opportunity. The save DC is Dexterity-based.

**Mismatched Weapons (Ex)** A drunken rabble fights with an assortment of knives, clubs, fists, broken bottles, smashed furniture, torches, and similar weapons. Their troop attack deals less damage than a standard troop, but it deals bludgeoning, piercing, and slashing damage.

## ELITE IMPERIAL PHALANX

CR 11

**XP 12,800**

LN Medium humanoid (troop, human)

**Init +0; Senses** Perception +19

## DEFENSE

**AC 28, touch 10, flat-footed 28** (+9 armor, +5 shield, +4 natural)

**HP 150** (12d8+96)

**Fort +14, Ref +4, Will +6;** +4 vs. trample

**Defensive Abilities** troop traits

## OFFENSE

**Speed** 30 ft.

**Melee** troop (3d8+8; 3d8+ 2d6 +8 vs. mounted opponents)

**Space** 20 ft.; **Reach** 10 ft.

## STATISTICS

**Str 26, Dex 11, Con 19, Int 10, Wis 14, Cha 13**

**Base Atk +9; CMB +17** (+19 bull rush and overrun); **CMD 27**

**Feats** Great Fortitude, Greater Bull Rush, Greater Overrun, Shield Focus, Skill Focus (Intimidate, Perception)

**Skills** Intimidate +11, Perception +19, Profession (soldier) +11

**Languages** Common

**SQ** elite troop, phalanx troop, united spirit

**Other Gear** tower shield

## SPECIAL ABILITIES

**Elite Troop (Ex)** As a highly trained and well-equipped unit, an imperial infantry troop gains an additional +4 natural armor bonus to its AC, increases the damage dice of its troop melee attack by one step, and gains 2 additional hit points per Hit Die. These effects are included in the troop's stat block.

**Phalanx Troop (Ex)** An imperial phalanx troop is made up of a mixture of soldiers with polearms and those with blades and spears. This grants it an additional 5 feet of reach with its troop melee attack. The troop also gains a +5 shield bonus to AC and a +4 bonus on saving throws against trample attacks, and its troop melee attack deals an additional 2d6 points of damage against mounted opponents. The troop gains 2 additional hit points per Hit Die. These effects are included in the troop's stat block.

**United Spirit (Ex)** An imperial *infantry* troop is united by its dedication to its nation. When the troop takes damage that would reduce it to 0 or fewer hit points, it can attempt a Will saving throw (DC = 10 + the troop's number of negative hit points). On a success, the troop is instead reduced to 1 hp. The troop can benefit from

## HOBGOBLIN BATTLE SQUAD

CR 6

**XP 2,400**

LE Medium humanoid (goblinoid, troop)

**Init +3; Senses** darkvision 60 ft.; Perception +8

## DEFENSE

**AC 19, touch 13, flat-footed 16** (+3 armor, +3 Dex, +2 natural, +1 shield)

**HP 73** (7d8+42)

**Fort +10, Ref +5, Will +5**

**Defensive Abilities** troop traits

## OFFENSE

**Speed** 30 ft.

**Melee** troop (2d8+4)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** volley

## STATISTICS

**Str 18, Dex 17, Con 20, Int 11, Wis 13, Cha 10**

**Base Atk +5; CMB +9; CMD 22**

**Feats** Endurance, Intimidating Prowess, Iron Will, Toughness

**Skills** Intimidate +8, Perception +8, Stealth +5, Survival +7;  
**Racial Modifiers** +4 Stealth

**Languages** Common, Goblin

## SPECIAL ABILITIES

**Volley (Ex)** A hobgoblin troop can fire a volley of arrows as a standard action. This attack takes the form of up to two lines with a range of 100 feet. These lines can each start from the corner of any square in the troop's space. Each creature in any of these lines take 2d8 points of piercing damage (Reflex DC 16 half). The save DC is Dexterity-based.



## KARN-TOR WAR CLAN

CR 11

XP 12,800

NE Large humanoids (reptilian, troop) [Colossal troop] **Init** +2; **Senses** low-light vision, scent; Perception +10

## DEFENSE

**AC** 27, touch 13, flat-footed 23 (+4 armor, +3 Dex, +1 dodge, +10 natural, -1 size)

**HP** 190 (20d10+80)

**Fort** +11, **Ref** +17, **Will** +15

**Defensive Abilities** ferocity

## OFFENSE

**Speed** 40 ft.

**Melee** troop (4d6+4)

**Ranged** masterwork spear +23/+18/+13/+8 (2d6+4/19-20/x3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** leaping charge, blood rage

## STATISTICS

**Str** 18, **Dex** 16, **Con** 16, **Int** 11, **Wis** 12, **Cha** 8

**Base Atk** +20; **CMB** +24; **CMD** 37

**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Critical (spear), Intimidating Prowess, Iron Will, Mobility, Outflank<sup>APG</sup>, Quick Draw, Toughness

**Skills** Acrobatics +22 (+26 when jumping), Climb +10, Intimidate +14, Perception +10, Stealth +18 (+22 in swamps), Survival +9, Swim +12; **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth in swamps

**Languages** Common, Karn-Tor

## SPECIAL ABILITIES

**Fence of Spears (Ex)** A karn-tor war clan holds its spears at the ready to fend off attackers, dealing double damage on attacks of opportunity against creatures charging through their threatened area. In addition, as an immediate action a karn-tor war clan can make a troop attack against a creature that charges into their threatened area, even if their movement does not provoke an attack of opportunity.

**Hail of Spears (Ex)** A karn-tor war clan can hurl spears as a move action at a square up to 30 feet away, dealing 4d6+4 points of piercing damage (DC 23 Reflex half) in a 10-foot-radius burst. It can use its hail of spears with a range of 60 feet, but this reduces the DC by 2 and damage by half. The save DC is Dexterity-based.

**Leaping Charge (Ex)** A karn-tor war clan jump while charging, allowing it to ignore difficult terrain when it charges. At the end of its charge, damage from its troop attack is increased to 6d6+6 for creatures within its space.

**War Chant (Ex)** As a move action, a war clan can begin a blood-curdling chant of hisses and shrieks that it can maintain for up to 1 minute (maintaining the chant is a free action). All karn-tor within 60 feet gain a +2 morale bonus on attack and damage rolls and on saves against fear, and each round of the chant the war clan can make an Intimidate check as a swift action to demoralize one creature it threatens.

## OUTLAW SKIRMISHERS

CR 8

XP 4,800

CG Medium humanoid (human, troop)

**Init** +8; **Senses** Perception +18

## DEFENSE

**AC** 21, touch 14, flat-footed 17 (+7 armor, +4 Dex)

**HP** 104 (11d8+50)

**Fort** +9, **Ref** +13, **Will** +7

**Defensive Abilities** troop traits

## OFFENSE

**Speed** 40 ft.

**Melee** troop (2d6+5)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** skirmishers

## STATISTICS

**Str** 20, **Dex** 19, **Con** 19, **Int** 10, **Wis** 14, **Cha** 13

**Base Atk** +8; **CMB** +13; **CMD** 27

**Feats** Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

**Skills** Knowledge (local, nature) +8, Perception +18, Stealth +6

**Languages** Common

**SQ** favored enemy, skirmishers



## SPECIAL ABILITIES

**Favored Enemy (Ex)** Skirmishers spend their training studying the techniques of their hated enemy, typically the regular army of an oppressive empire or tyrannical local noble, and specifically learning how to defeat its troops in their homeland. This training and hatred grant the skirmishers troop a +2 bonus on Perception checks, troop melee damage, and damage rolls when facing troop units. Their training also grants the skirmishers troop a +3 bonus on all Knowledge (local) and Knowledge (nature) checks. The bonuses on Knowledge checks are calculated into the troop's stat block.

**Skirmish (Ex)** Skirmishers are effective and versatile hit-and-run troops. This lowers the troop's AC by 2 and its troop melee damage by one die but increases its movement by 10 feet (these effects have already been calculated into the troop's stat block). Additionally, as a standard action, the troop can make a ranged attack similar to a volley. This attack can take the form of up to two lines starting from the corner of any square in the troop's space. This attack's range is 50 feet. All creatures in these lines take 3d6+5 points of piercing damage (Reflex DC 19 half). The save DC is Dexterity-based.

## TORCH-WIELDING VILLAGE MOB CR 4/MR 1

XP 1,200

N Medium humanoid (human, mythic, troop)

Init +2; Senses Perception +7

## DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

HP 42 (4d8+24)

Fort +4, Ref +3, Will +4

Defensive Abilities troop traits

## OFFENSE

Speed 20 ft.

Melee troop +5 (1d6+2 plus burn)

Ranged alchemist's fire +5 (1d6 fire plus burn)

Space 20 ft.; Reach 5 ft.

Special Attacks bully-bashers, burn (1d6, DC 15), demolition, incendiaries, intimidating mob<sup>MA</sup>, mythic power (1/day, surge +1d6), seize them!

## STATISTICS

Str 15, Dex 14, Con 16, Int 11, Wis 10, Cha 11

Base Atk +3; CMB +5; CMD 17

Feats Dazzling Display<sup>B, MF</sup>, Skill Focus (Intimidate), Toughness

**Skills** Intimidate +10, Perception +7

**Languages** Common

**SQ** feed on fear<sup>MA</sup>

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or riot (3–10)

**Treasure** standard

### SPECIAL ABILITIES

**Bully-Bashers (Ex)** A torch-wielding mob wields an array of simple weapons, and its troop attack deals bludgeoning, piercing, and slashing damage. At the beginning of its turn, a mob may choose to deal nonlethal damage instead; its burn ability does not apply when dealing nonlethal damage.

**Feed on Fear (Su)** A torch-wielding mob of fanatics fast healing 5 whenever it is within 15 feet of a creature subject to a fear effect.

**Incendiaries (Ex)** A torch-wielding mob can hurl a single incendiary equivalent to alchemist's fire as a standard action, or up to three as a full-round action. Its burn attack applies to creatures or objects directly hit, not to creatures taking splash damage.

**Intimidating Mob (Ex)** A torch-wielding mob gains Dazzling Display as a bonus feat and need not have Weapon Focus to use the feat. When it uses a mythic surge to enhance an Intimidate check it can roll both the skill check and surge die twice and take the better result.

**Seize Them! (Ex)** Whenever a torch-wielding mob deals damage to a shaken creature, it can attempt a combat maneuver check to bull rush, drag, grapple, or trip that creature as a free action that does not provoke attacks of opportunity. If it deals damage to multiple shaken creatures, the mob makes a single combat maneuver check and applies the result against all targets, and it must perform the same maneuver against all targets. The mob is not considered grappled when grappling Medium or smaller creatures. A creature pinned by the mob is tied up with rope and may be dragged off to be hanged or burned at the stake.

### MOB OF FANATICAL ZEALOTS CR 13/MR 5

**XP 25,600**

N Medium humanoid (human, mythic, troop)

**Init** +4; **Senses** Perception +23

**Aura** frightful presence<sup>MA</sup> (30 ft., DC 22)

### DEFENSE

**AC** 30, touch 14, flat-footed 25 (+4 Dex, +1 dodge, +15 natural)

**HP** 208 (16d8+136)

**Fort** +12, **Ref** +16, **Will** +8

**Defensive Abilities** fortification (50%)<sup>MA</sup>, run wild<sup>MA</sup>, troop traits; **DR** 10/epic

### OFFENSE

**Speed** 30 ft.

**Melee** troop +20 (4d6+8 plus burn)

**Ranged** 4 alchemist's fire +16 (1d6 plus burn)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** burn (1d6, DC 23), burning bolts (DC 22), demolition, hatred +4 (elves, orcs, undead), intimidating mob<sup>MA</sup>, mythic power (5/day, surge +1d8), savage beating, seize them!

**Spell-like Abilities** (CL 16th, concentration +18)

**3/day-malicious spite**<sup>UM</sup> (DC 16), **murderous command**<sup>UM</sup> (DC 14), **rage**, **suggestion** (DC 15; must be used to compel creatures to attack or otherwise act against creatures of the mob's hatred types)

**1/day-foster hatred**<sup>OA</sup> (DC 18), **song of discord** (DC 17)

### STATISTICS

**Str** 26, **Dex** 19, **Con** 20, **Int** 11, **Wis** 12, **Cha** 15

**Base Atk** +12; **CMB** +20; **CMD** 35

**Feats** Ability Focus (frightful presence), Dazzling Display<sup>B,MF</sup>, Dodge, Great Fortitude, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Skill Focus (Perception), Skill Focus (Intimidate), Toughness

**Skills** Climb +12, Intimidate +20, Knowledge (local) +5, Knowledge (religion) +5, Perception +23, Survival +6

**Languages** Common

**SQ** feed on fear<sup>MA</sup>, hate-monger<sup>MA</sup>

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or riot (3–10)

**Treasure** standard

### SPECIAL ABILITIES

**Burning Bolts (Ex)** A torch-wielding mob can launch a volley of flaming crossbow bolts as a standard action. The attack, takes the form of two 120-foot lines or 60-foot cone-shaped bursts, starting from any corner of the mob's space. Creatures in the area take 4d10+8 points of piercing damage (DC 22 Reflex half), and creatures failing their save are exposed to the mob's burn attack. The save DC is Dexterity-based.

**Hate-Monger (Su)** A torch-wielding mob of fanatics gains an array of spell-like abilities it uses to harass its enemies and drive them to battle one another or to join in with attacks against the objects of the mob's hatred. In addition, once per day the mob can expend mythic power to use the mythic version of one of its spell-like abilities.

**Hatred (Ex)** Each torch-wielding mob of fanatics has up to three creature types (and subtypes) for whom it has special hatred. It gains a +4 bonus on attack and damage rolls, Intimidate checks, Perception checks, and Survival checks, and the save DC of the mob's abilities is increased by 2 against creatures of those types (and subtypes). These types and subtypes maybe selected as a ranger's favored enemy; alternatively, each mob may have specific religious or cultural groups or similar identifiable groups as the foci of its hatred.

**Run Wild (Ex)** Whenever a torch-wielding mob of fanatics is affected by a mind-affecting effect, it can expend one use of its mythic power to continue its ravages even while so affected. For as long as the mind-affecting

effect persists, the mob gains the benefits the dual initiative mythic ability. The mob acts as directed by the mind-affecting effect on its first turn each round, and then that effect is suppressed and it acts as it wishes on its second turn, gaining the benefits of haste and rage until the beginning of its next turn.

**Savage Beating (Ex)** A torch-wielding mob wields an array of simple and martial weapons, and its troop attack deals bludgeoning, piercing, and slashing damage, and their weapons are considered cold iron, magical, and silver for the purpose of overcoming damage reduction. At the beginning of its turn, a mob may choose to deal nonlethal damage instead; its burn ability does not apply when dealing nonlethal damage, but it can make a combat maneuver check to use a dirty trick maneuver against all creatures damaged by its troop attack, making one check and applying it against each creature's CMD. It can use this ability against its hated enemies even when dealing lethal damage.



**SAVAGE WOLF PACK** CR 6/MR 2

**XP 2,400**  
 N Medium animal (mythic, troop)  
**Init** +2; **Senses** low-light vision, scent; Perception +8

**DEFENSE**

**AC** 22, touch 13, flat-footed 19 (+2 Dex, +1 dodge, +9 natural)  
**HP** 84 (8d8+48)  
**Fort** +10, **Ref** +8, **Will** +5  
**Defensive Abilities** troop traits; **DR** 5/epic

**OFFENSE**

**Speed** 50 ft.  
**Melee** troop (2d6+4 plus trip)  
**Special Attacks** hamstring<sup>MA</sup>, hungry howl<sup>MA</sup>, mythic power (2/day, surge +1d6), trip

**STATISTICS**

**Str** 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10  
**Base Atk** +6; **CMB** +10; **CMD** 22 (can't be bull rushed or tripped)

**Feats** Dodge, Iron Will, Mobility<sup>MF</sup>, Skill Focus (Perception)

**Skills** Acrobatics +6 (+14 when jumping), Perception +8, Stealth +10, Survival +2 (+6 tracking by scent); **Racial Modifiers** +4 Survival tracking by scent

**SQ** no escape<sup>MA</sup>

**ECOLOGY**

**Environment** cold or temperate forests

**Organization** solitary

**Treasure** none

**SPECIAL ABILITIES**

**Hamstring (Ex)** When a creature is tripped by a mythic wolf pack, its speed is halved for 24 hours due to leg injuries (DC 18 Fortitude negates). Creatures immune to critical hits are immune to this effect, and it can be repaired with regenerate. The save DC is Strength-based.

**Hungry Howl (Ex)** As a full-round action, a mythic wolf pack can howl to gain frightful presence (DC 14) for 1 minute. Herbivorous animals take a -4 penalty on saves against a mythic wolf pack's frightful presence. If the wolf pack expends one use of its mythic power, its frightful presence affects all creatures within 60 feet and all animals within 300 feet.

**No Escape (Ex)** When a creature moves out of a space threatened by a mythic wolf pack, the pack can reshape itself and move up to its speed as an immediate action. It can expend a use of mythic power to move twice its speed and gain the benefit of *haste* or *tireless pursuit*<sup>APG</sup> (caster level 8th); these effects are nonmagical.

**ULTARI ACOLYTES** CR 12

**XP 19,200**

NE Medium outsiders (evil, extraplanar, troop)

**Init** +5; **Senses** darkvision 60 ft., scent; Perception +27  
 Aura fear aura (10 ft., DC 23)

**DEFENSE**

**AC** 23, touch 12, flat-footed 21 (+4 armor, +1 Dex, +1 dodge, +7 natural)

**HP** 190 (20d10+80); fast healing 3

**Fort** +17, **Ref** +9, **Will** +15

**Defensive Abilities** defensive precognition, force screen; **Immune** mind-affecting effects, immune to single-target effects

**Weaknesses** vulnerable to area effects

**OFFENSE**

**Speed** 30 ft.

**Melee** troop attack (4d6+1)

**Ranged** needler pistols (2d6+1)

**Special Attacks** extract confession (DC 22), mental assault (DC 24)

**STATISTICS**

**Str** 11, **Dex** 13, **Con** 16, **Int** 16, **Wis** 14, **Cha** 14

**Base Atk** +20; **CMB** +20; **CMD** 31

**Feats** Ability Focus (mental assault), Alertness, Dodge,



Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Sense Motive), Toughness

**Skills** Bluff +23, Diplomacy +24, Intimidate +24, Knowledge (arcana) +10, Knowledge (religion) +20, Knowledge (planes) +10, Linguistics +4, Perception +27, Profession (any one) +23, Sense Motive +31, Spellcraft +9, Stealth +11, Survival +8, Use Magic Device +25

**Languages** Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or parliament (3-10)

#### SPECIAL ABILITIES

**Defensive Precognition (Su)** Ultari inquisitors gain a +1 insight bonus to AC and on saving throws. As a swift action, they can increase this bonus to +3 for 1 minute. This bonus does not apply if the inquisitors are flat-footed or otherwise denied their Dexterity bonus.

**Extract Confession (Su)** Whenever ultari inquisitors succeed on a Sense Motive check to see through a Bluff or notice mental compulsion, as an immediate action they can attempt to compel a liar to inadvertently reveal the lie and the truth behind it (DC 22 Will negates). A creature under a charm or compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent. A

creature that saves against this ability cannot be affected by it again for 24 hours. The save DC is Charisma-based.

**Force Screen (Su)** As a standard action, ultari inquisitors can manifest telekinetic shields lasting 20 minutes, granting it a +4 shield bonus to AC. This is a force effect and functions against incorporeal touch attacks. If the inquisitors are aware of an attacker, it can manifest this ability as an immediate action lasting 1 until the end of its next turn.

**Mental Assault (Su)** Ultari inquisitors are naturally psionic and can train the powers of their mind each round against one creature as a standard action or against up to four creatures as a full-round action. The range of its mental assault is 75 feet. Each creature can be targeted with one of the following effects, and the inquisitors can maintain concentration on up to four creatures simultaneously as a standard action, two creatures as a move action, or a single creature as a free action. The ultari inquisitors cannot target a creature with more than one effect each round, but if using a full-round action it can expend one or more of its four allowed mental assaults to use focused thought (see below) one or more times to increase the save DC of one of its other types of assault. The save DC for all mental assaults is Wisdom-based:

*Brain lock:* The target is dazed for as long as the ultari inquisitors maintain concentration and for 1 round thereafter (Will negates).

*Focused thought:* The save DC of another power the ultari inquisitors uses is increased by 2. If it uses focused thought more than once to increase the DC of the same power, each subsequent use only increases the DC by 1.

*Mind thrust:* The target takes 10d8 points of damage (Will half). As a swift action, the ultari inquisitors can cause a creature failing a Will save against its mind thrust to become sickened for 1d4 rounds.

*Holy Terror:* The target is frightened for as long as the ultari acolytes concentrate and for 1 round thereafter (Will negates). The target is shaken for 1 round on a successful save.

*Telepathic drain:* The target takes 1d4 points of temporary Wisdom damage (Will negates). This damage disappears after 24 hours.

#### ULTARI UR-ACOLYTES

CR 14

**XP 38,400**

Troop of advanced juju zombie<sup>B2</sup> ultari

NE Medium undead (evil, extraplanar, troop)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +29

**Aura** fear aura (10 ft., DC 25)

#### DEFENSE

**AC** 32, touch 15, flat-footed 27 (+4 armor, +4 Dex, +1 dodge, +13 natural)

**HP** 190 (20d8+100); fast healing 3

**Fort** +15, **Ref** +12, **Will** +17

**Defensive Abilities** channel resistance +4, defensive precognition, force screen; **DR** 10/magic and slashing;

**Immune** cold, electricity, magic missile, mind-affecting effects, immune to single-target effects, undead traits

**Weaknesses** vulnerable to area effects

#### OFFENSE

**Speed** 30 ft.

**Melee** troop attack (8d6+4)

**Special Attacks** extract confession (DC 24), mental assault (DC 26)

#### STATISTICS

**Str** 19, **Dex** 18, **Con** —, **Int** 20, **Wis** 18, **Cha** 18

**Base Atk** +20; **CMB** +24; **CMD** 38

**Feats** Ability Focus (mental assault), Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Sense Motive), Toughness

**Skills** Bluff +25, Climb +20, Diplomacy +26, Intimidate +26, Knowledge (arcana) +12, Knowledge (nobility) +22, Knowledge (planes) +20, Knowledge (religion) +25, Linguistics +6, Perception +29, Profession (any one) +25, Sense Motive +33, Spellcraft +11, Stealth +20, Survival +10, Use Magic Device +27; **Racial Modifiers** +8 Climb

**Languages** Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or parliament (3-10)

#### SPECIAL ABILITIES

**Defensive Precognition (Su)** As ultari acolytes.

**Desecrated Origin (Ex)** Ultari ur-acolytes were enslaved to the will of the immortal entities and rendered into undeath in their eternally desecrated unholy places. As long as they remain such unholy ground, they gain the benefits of a *desecrate* spell featuring a shrine. These benefits are included in the ur-acolyte stat block above. In addition, on such holy ground the ur-acolytes can be healed by any negative energy effect, even if it normally affects only a single creature or a limited number of creatures, such as harm or inflict wounds spells.

**Force Screen (Su)** As ultari acolytes.

**Mental Assault (Su)** As ultari acolytes.

# MODERN AND SCI-FI TROOPS

#### JAGLADINE TECH TEAM

CR 9

**XP** 6,400

Troop of jagladine experts

NE Medium monstrous humanoid (troop)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +22

**Aura** chaos of combat

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)

**HP** 133 (14d10+56); fast healing 2

**Fort** +9, **Ref** +12, **Will** +13

**Defensive Abilities** hazmat gear, troop traits; **Immune** disease, poison; **Resist** cold 10, electricity 10, fire 10

#### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** troop attack (3d6+1 plus radioactive)

**Ranged** 4 needlers +15 ranged touch (1d4 plus poison)

**Spell-like Abilities** (CL 14th, concentration +17)

**At will**—*detect radiation*<sup>TG</sup>

**3/day**—*irradiate*<sup>TG</sup>, *radiation ward*<sup>HoD</sup>

#### STATISTICS

**Str** 12, **Dex** 12, **Con** 16, **Int** 16, **Wis** 14, **Cha** 11

**Base Atk** +14; **CMB** +15; **CMD** 26

**Feats** Ability Focus (radioactive), Great Fortitude, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Toughness

**Skills** Climb +24, Craft (mechanical) +22, Disable Device +18, Heal +19, Knowledge (engineering) +20, Perception +22, Stealth +16; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception

**Languages** Aklo, Common, Jagladine, Ultari

**SQ** intuitive naturalist, multi-armed, reflexive biology

#### SPECIAL ABILITIES

**Chaos of Combat (Ex)** Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

**Environmental Controls (Ex)** A jagladine tech team can manipulate mechanical devices including and hatches, cause cables and clamps to swing and grip creatures in the area, electronic devices to short-circuit and spray



sparks or smoke, manipulate artificial gravity controls, and otherwise manipulate objects or impede creatures within 30 feet.

- As a swift action, a tech team can open or close a door or hatch, create sound effects as ghost sound or lights as dancing lights, or target a single creature with a dirty trick combat maneuver.
- As a move action, a tech team can create speech effects as ventriloquism, bar a doorway or opening as hold portal, cover a 10-foot-radius spread with grease, fill a 10-foot-radius spread with smoke (treat as obscuring mist), target all enemies in a 10-foot-radius spread with a dirty trick combat maneuver (using the same type of maneuver against all targets), or target a single creature with a dirty trick combat maneuver with a +10 bonus on the check.
- As a standard action, a tech team can create darkness or daylight lasting 1 minute, seal a doorway or opening as arcane lock, open a sealed doorway or opening as knock, fill a 20-foot-radius spread with smoke (as obscuring mist) or a 10-foot-radius spread with noxious gas (as stinking cloud) for 1 round, create an explosion in a 10-foot-radius burst dealing 5d8 points of acid, cold, electricity, or fire damage (roll randomly to determine which type of damage), target all enemies in a 20-foot-radius spread with a dirty trick combat maneuver (using the same maneuver against all targets), or target a single creature with a dirty trick combat maneuver with a +20 bonus on the check.

All of the effects of the tech team's environmental controls are non-magical, but they otherwise function as the spell effects they duplicate. Effects that deal hit point damage or duplicate combat maneuvers are instantaneous. Other effects persist for 1 minute unless

otherwise specified. Saving throws, where applicable, are against DC 20. The save DC is Intelligence-based.

**Hazmat Gear (Ex)** A jagladine tech team is equipped with protective suits that supply them with breathable air and grant them cold resistance 10, electricity resistance 10, and fire resistance 10. The gear grants a +5 armor bonus to AC but take a -2 armor check penalty. This gear is specifically designed for jagladine physiology and does not function for other creatures.

**Multi-Armed (Ex)** A jagladine has four arms. One hand is considered its primary hand, but all others are considered off hands. It can use any of its hands for other purposes that require free hands.

**Poison (Ex)** The needler pistols wielded by jagladine technicians are steeped in nerveblast poison: *type* poison, injury; *save* Fortitude DC 19; *frequency* 1/round for 6 rounds; *effect* 1 Dex drain and shaken for 1 hour. The shaken condition progresses to more severe fear effects if the affected creature fails additional Fortitude saving throws against the poison. These more severe effects have the same duration as the initial shaken effect; cure 2 consecutive saves.

**Radioactive (Ex)** Jagladine are immune to the harmful effects of radiation, and tech teams are exposed to energies harmful to others that their own physiology naturally absorbs. The save DC of any radiation effect is increased by 2 within 5 feet of a jagladine tech team, though they can suppress this effect if they wish. In addition, creatures damaged by a tech team's troop attack also become sickened for 1 minute (DC 24 Fortitude negates). The save DC is Constitution-based and includes the increase noted above. This radiation is a poison effect.

**Reflexive Biology (Ex)** As a full-round action, a jagladine may absorb a single disease or poison effect without suffering any ill conditions. It may then excrete a liquified version of the disease or poison with swift action, and a successful Fortitude save against the DC of the absorbed disease or poison. If successful, this excretion remains potent for the next 24 hours, and the jagladine can apply this excretion to a held weapon as part of this swift action. The liquified version of the disease or poison must be applied via ingestion or injury. A jagladine can only store one disease or poison at a time. Further disease and poison effects are ignored per their racial immunity.

**Tech Training (Ex)** Knowledge (nature) and Heal are always class skills for jagladine. In addition, Disable Device and Knowledge (engineering) are always class skills for a jagladine tech team, and they are considered to have masterwork tools to use with these skills and with any Craft skills made to build or repair machinery.



**MUTANT MARINES**

CR 4

**XP 1,200**Klaven troop<sup>B6</sup>

LE Medium humanoid (aquatic, augmented humanoid, locathah, troop)

**Init** +5; **Senses** darkvision 60-ft., low-light vision; Perception +6**DEFENSE****AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)**HP** 38 (7d8+7)**Fort** +8, **Ref** +5, **Will** +5**Defensive Abilities** plagueborn, troop traits; **Immune** fear

Weaknesses malign influence

**OFFENSE****Speed** 10 ft., swim 60 ft.**Melee** troop (3d8+2)**Ranged** 3 light crossbows +6 (1d8/19-20 plus poison)**Space** 20 ft.; **Reach** 5 ft.**Special Attacks** chaos of combat**STATISTICS****Str** 14, **Dex** 12, **Con** 12, **Int** 11, **Wis** 13, **Cha** 11**Base Atk** +5; **CMB** +7; **CMD** –**Feats** Endurance<sup>B</sup>, Great Fortitude, Improved Initiative, Improved Natural Attack (troop), Iron Will<sup>B</sup>, Lightning Reflexes**Skills** Intimidate +9, Knowledge (local) +2, Knowledge (nature) +2, Perception +6, Stealth +6 (+10 in forests and jungles), Survival +6, Swim +15; **Racial Modifiers** +4 Intimidate, +4 Stealth (in forests and jungles)**Languages** Aquan, Jagladine (can't speak)**SQ** amphibious, converted host, energy modulation, nanite exchange**SPECIAL ABILITIES****Chaos of Combat (Ex)** Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.**Converted Host (Ex)** Klaven mutational transformations leave nothing for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with raise dead or similar effects. Spells such as true resurrection, wish, and miracle work normally.**Energy Modulation (Su)** As an immediate action, a klaven manufactured from a living creature may treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This lasts until the start of the klaven's next turn. The ability may be used once per day, and an additional time per day when they gain 8 HD and 12 HD.**Malign Influence (Su)** Klaven receive a –2 penalty to resist charm and mind-controlling compulsion effects from evil

creatures. This penalty increases to –6 if the creature has the jagdaline subtype.

**Nanite Exchange (Su)** Klaven nanites swarm around them on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the status spell. The range of this ability increases to 100 feet for klaven with at least 8 HD, and one mile for klaven with 12 HD or more. Klaven may also communicate with one another by passing memories and sensory information through their nanites but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and firsthand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.**MUTANT MARINES PIRANHA TROOP**

CR 8

**XP 4,800**Klaven troop<sup>B6</sup>

LE Small humanoid (aquatic, augmented humanoid, troop)

**Init** +8; **Senses** darkvision 60-ft., low-light vision; Perception +11**DEFENSE****AC** 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size)**HP** 102 (12d8+48)**Fort** +14, **Ref** +14, **Will** +8**Defensive Abilities** plagueborn, troop traits; **Immune** fear  
Weaknesses malign influence**OFFENSE****Speed** 10 ft., swim 60 ft.**Melee** troop (5d8+3 plus poison)**Space** 20 ft.; **Reach** 5 ft.**Special Attacks** chaos of combat, razor teeth

## STATISTICS

**Str** 16, **Dex** 19, **Con** 18, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +9; **CMB** +12; **CMD** —

**Feats** Ability Focus (poison), Endurance<sup>B</sup>, Great Fortitude, Improved Initiative, Improved Natural Attack (troop), Iron Will<sup>B</sup>, Lightning Reflexes, Skill Focus (Survival)

**Skills** Intimidate +9, Knowledge (local) +4, Knowledge (nature) +4, Perception +11, Stealth +13 (+7 in forests and jungles), Survival +14, Swim +16; Racial Modifiers +4 Intimidate, +4 Stealth (in forests and jungles)

**Languages** Aquan, Jagladine (can't speak)

**SQ** amphibious, converted host, energy modulation, nanite exchange

## SPECIAL ABILITIES

**Poison (Ex)** Piranha breed poison—Type: injury (troop); save Fortitude DC 22; frequency 1/round for 6 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves.

**Razor Teeth (Ex)** Piranha breed klaven troops are an alchemical hybrid of locathahs, klaven, and a vicious piscine predator known for its sharp teeth and ravenous nature. Its troop attack deals half damage to creatures within 5 feet of the swarm. In addition, creatures within the piranha troop's space take 1d6 points of bleed damage each round. In addition, the swarming, gnawing mass of klaven is considered difficult terrain, imposing a -5 penalty on Acrobatics and Swim checks in the area. The blood churned into the water also obscures vision, resulting in a 20% miss chance on attacks made within or through the troop; this miss chance does not apply to the troop.

## MYRMIDON STRIKE WING

CR 20/MR 5

**XP** 307,200

Troop of mythic myrmidons

N Large construct (mythic, robot, troop)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, superior optics<sup>MA</sup>; Perception +26

## DEFENSE

**AC** 33, touch 14, flat-footed 28 (+3 Dex, +2 dodge, +19 natural, -1 size)

**HP** 356 (32d10+80 plus 100 hp force field)

**Fort** +15, **Ref** +18, **Will** +17

**Defensive Abilities** field boost<sup>MA</sup>, hardness 10, resilient, troop traits; **DR** 10/epic; **Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

## OFFENSE

**Speed** 20 ft., fly 90 ft. (perfect)

**Melee** troop (7d6+10 plus grab) and 2 quantum lashes +40 touch (1d10 force/17-20)

**Ranged** 4 integrated laser rifles +34 touch (2d10 fire/19-20)

**Space** 20 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

**Special Attacks** combined arms, constrict (1d6+10), entropic elimination<sup>MA</sup>, mythic power (5/day, surge +1d8), overload<sup>MA</sup>, quantum shift<sup>MA</sup>, rockets<sup>MA</sup>

**Spell-Like Abilities**<sup>MA</sup> (CL 15th; concentration +16)

**At will:** *dimension door* (self plus 50 lbs. of objects only)

## STATISTICS

**Str** 31, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

**Base Atk** +32; **CMB** +43 (+47 grapple); **CMD** 56 (can't be tripped)

**Feats** Combat Reflexes, Critical Focus, Dodge<sup>MF</sup>, Flyby Attack, Great Fortitude<sup>MF</sup>, Improved Critical (integrated laser rifles, quantum lash), Improved Initiative, Iron Will, Lightning Reflexes<sup>MF</sup>, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Perception), Staggering Critical, Stunning Critical

**Skills** Fly +27, Knowledge (engineering) +19, Perception +26

**Languages** Common

**SQ** group grapple, technological

## ECOLOGY

**Environment** any

**Organization** solitary or unit (2-6)

**Treasure** none

## SPECIAL ABILITIES

**Combined Arms (Ex)** When taking a full-attack action, a myrmidon strike wing can attack with its melee attacks and its integrated ranged attacks simultaneously, and it does not provoke attacks of opportunity when making ranged attacks while in melee.

**Entropic Elimination (Ex)** Three times per day as a full-round action, a mythic myrmidon strike wing can make a ranged touch attack at a target within 100 feet. On a hit, the target is enveloped in a shimmering violet field of energy that acts as a targeted *dispel magic* followed by *disintegrate* (DC 27 Fortitude), with an effective caster level of 10th. If the mythic myrmidon expends one use of its mythic power, it can increase its effective caster level to 15th and gain the effect of *greater dispel magic*. A mythic myrmidon also may expend one use of its mythic power to increase the effect of either *dispel magic* (or *greater dispel magic*) or *disintegrate* to the mythic version of the spell. If the mythic myrmidon expends two additional uses of mythic power, both effects are treated as the mythic versions of the spells. The save DC is Intelligence-based.

**Field Boost (Ex)** As an immediate action, a mythic myrmidon can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic myrmidon's CR. The force field's hit points cannot exceed 5 times the mythic myrmidon's CR (100 hp for a mythic myrmidon strike wing) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

**Group Grapple (Ex)** A myrmidon strike wing can grapple up to four creatures simultaneously. If it is grappling only a single Large or smaller creature, the strike wing does not gain the grappled condition. It takes a -5 penalty to its CMB for each additional creature it attempts to grapple after the first. The strike wing's CMD is also reduced by 10 for all purposes related to grappling

(including concentration checks and Escape Artist or grapple checks to escape the grapple) for each creature it is grappling beyond the first.

**Laser Rifle (Ex)** A myrmidon strike wing's head-mounted laser rifles have a range increment of 250 feet.

**Overload (Ex)** As a swift action, a mythic myrmidon strike wing can double the damage of its quantum lash and laser rifle attacks until the end of its turn, after which it cannot use these attacks until the end of its next turn. Using this ability reduces the myrmidon's force field by 20 hit points. If this reduces its force field to 0 hit points, or if its force field was inactive, the mythic myrmidon strike wing takes any remainder as electricity damage.

**Quantum Lash (Ex)** A myrmidon strike wing's tentacles are melee touch attacks with a critical threat range of 19-20 and deal force damage on a successful hit. They gain no damage bonus from Strength or Power Attack. A quantum lash bypasses the hardness of force effects, and if the myrmidon strikes a force effect (including a creature using an effect like mage armor or shield) with 2 or more quantum lashes it disrupts that force effect as a targeted dispel magic (caster level 11th). A technological force field, as used by a robot or similar creature or object, struck by 2 or more quantum lashes is suppressed for 1d10 rounds (DC 27 Fortitude negates). This save DC is Intelligence-based.

**Quantum Shift (Ex)** A mythic myrmidon strike wing can use *dimension door* (caster level 15th) at will, though this is a technological effect and not magical. It can expend one use of mythic power to use this ability as a swift action, while retaining the ability to take any actions it has remaining on its turn; opponents are flat-footed against the first attack a mythic myrmidon makes in the same round after using such a quantum shift.

**Resilient (Ex)** Myrmidons receive a +3 racial bonus on all saving throws.

**Rockets (Ex)** As a standard action, a myrmidon can launch two rockets with a range of 800 feet. On impact, each rocket explodes in a 30-foot-radius burst for 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures and objects in the area (Reflex DC 18 half). When launching a rocket, a mythic myrmidon can expend one use of its mythic power to increase the save DC by 5 or increase damage from the rocket by 50%. It may instead choose to expend two uses of its mythic power to deal maximum damage with the rocket, or to increase the rocket's blast to a 60-foot-radius burst. A fully stocked myrmidon wing carries 20 rockets. It can rebuild expended rockets at the rate of one every 12 hours, using scrap metal and other scavenged components. This save DC is Intelligence-based.

**Superior Optics (Ex)** Myrmidons see invisible creatures or objects as if they were visible.



## ONARYX DREAD STRIKE WING

CR 17

XP 102,400

Troop of advanced dread onaryx barbarian 2

NE Large outsider (evil, extraplanar, troop) [Colossal troop]

**Init** +9; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +12

### DEFENSE

**AC** 31, touch 14, flat-footed 26 (+7 armor, +4 Dex, +1 dodge, +10 natural, -1 size)

**HP** 246 (21d10+126); fast healing 10

**Fort** +22, **Ref** +16, **Will** +10; +2 vs. spells, spell-like abilities, and supernatural abilities

**Defensive Abilities** uncanny dodge; **Immune** troop immunities

**Weaknesses** vulnerable to area effects

### OFFENSE

**Speed** 40 ft., fly 120 ft. (good)

**Melee** troop (5d6+7)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** flyby rake, sonic cry (DC 27), rage (11 rounds, +4 Str, +6 Con, +2 Will saves, -2 AC)

### STATISTICS

**Str** 25, **Dex** 20, **Con** 23, **Int** 10, **Wis** 14, **Cha** 13

**Base Atk** +21; **CMB** +29; **CMD** 43 (cannot be tripped or bull rushed)

**Feats** Ability Focus (sonic cry), Dodge, Fighting Frenzy<sup>ACO</sup>, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quick Draw, Raging Vitality<sup>APG</sup>

**Skills** Acrobatics +25 (+29 when jumping), Bluff +11, Climb +5, Fly +27, Intimidate +13, Perception +26, Stealth +17, Survival +26; Racial Modifiers +4 Acrobatics when jumping

**Languages** Onaryx, Ultari

**Gear** masterwork breastplate

**SQ** battle-tech trained, chaos of combat

## SPECIAL ABILITIES

**Fusillade (Ex)** As a full-round action, a dread strike wing can unleash a barrage of plasma javelins in a up to five 60-foot lines, dealing 5d6+5 points of damage (DC 25 Reflex half). This damage is half electricity and half fire. Unattended objects in the area take full damage rather than half damage from this attack, and this damage ignores the 10 points of hardness. The save DC is Constitution-based.

**Onaryx Senses (Ex)** Onaryx have darkvision 60 ft. and blindsense 90 ft. They see four times as well as a human in dim light and twice as well in normal light.

**Sonic Cry (Ex)** The dread strike wing can use its sonic cry in place of one or more of its javelin fusillades, affecting a 90-foot line rather than a 60-foot line. Alternatively, it can use a single cry as a swift action, affecting a 90-foot line (or as a shatter spell; see below). Its cry can cause one of the following effects: deafened for 1 hour (Will negates); nauseated for 1 round (Fortitude negates), frightened for 21 rounds (Will partial; a creature successfully saving is shaken 1 round instead); acting as a shatter spell (caster level 21); or causing creatures to become dizzy and disoriented for 1 round (Fortitude negates), with creatures failing a save treating all other creatures as if they had concealment, and each time they leave a square there is a 50% chance they move in a random direction rather than their intended direction; creatures remaining stationary instead have a 50% chance to fall prone at the end of their turn). All save DCs are Constitution-based.

## RUSSIAN RIFLE TROOP

CR 11

XP 12,800

LN Medium humanoid (human, troop)

Init +3; Senses Perception +23

## DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)

HP 152 (16d8+80)

Fort +11, Ref +13, Will +8

Defensive Abilities gas masks, troop traits

## OFFENSE

Speed 30 ft.

Melee troop (4d6+8)

Space 20 ft.; Reach 5 ft.

Special Attacks fusillade (DC 23), grenade volley (DC 21)

## TACTICS

**During Combat** These troops are veterans of the Great War, and even when faced with fantastic foes (such as armored, sword-wielding, or spellcasting PCs), these hardened soldiers maintain a steely resolve, concentrating their rifle fusillades on flying opponents or supernatural threats, or readying actions to launch grenade volleys at charging opponents. In the absence of armor, troops seek any scrap of cover they can earn—particularly trenches, fortifications, and walls.

**Morale** A troop disperses when reduced to 0 hit points or fewer.

## STATISTICS

Str 26, Dex 17, Con 18, Int 11, Wis 12, Cha 11

Base Atk +12; CMB +20; CMD 34

Feats Ability Focus (fusillade), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Climb +15, Craft (firearms) +4, Knowledge (engineering) +1, Perception +23, Profession (soldier) +6, Stealth +10, Survival +8

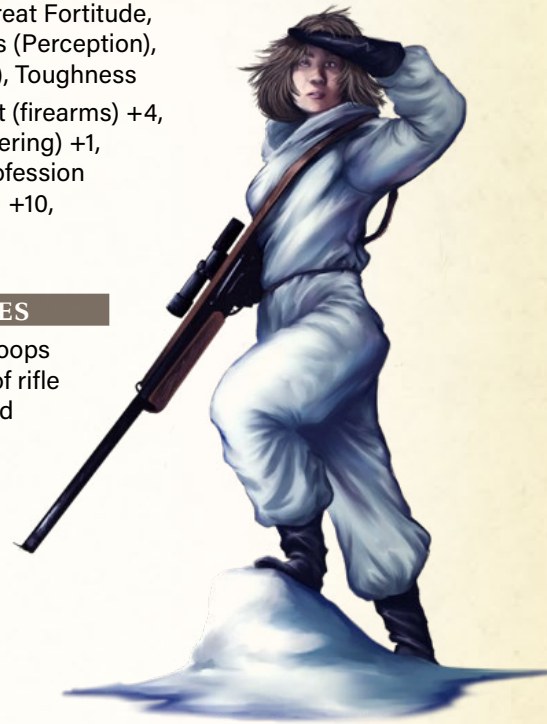
Languages Russian

## SPECIAL ABILITIES

**Fusillade (Ex)** Rifle troops can fire a fusillade of rifle bullets as a standard action. This attack takes the form of up to four lines with a range of 200 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 6d10+6 points of bludgeoning and piercing damage (Reflex DC 23 for half). The save DC is Dexterity-based and includes the bonus from the troop's Ability Focus feat.

**Gas Masks (Ex)** The soldiers of a rifle troop are all equipped with gas masks. This makes the troop immune to inhaled poisons and other nonmagical airborne attacks that require breathing and grants it a +2 bonus on saving throws against magical cloud or gas attacks.

**Grenade Volley (Ex)** Rifle troops are equipped with grenades. As a move action, a rifle troop can target a single square up to 60 feet away with a volley of fragmentation grenades. A volley deals 12d6 points of piercing and slashing damage in a 30-foot-radius burst (Reflex DC 21 for half). The save DC is Dexterity-based.



# PIRATE TROOPS

## ARTILLERIST BATTERY

CR 3

XP 1,200

Human expert 2

N Medium humanoid (human, troop)

**Init** +2; **Senses** Perception +6

### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +1 natural, +1 shield)

**HP** 41 (6 HD; 4d8+2d8+14)

**Fort** +3, **Ref** +6, **Will** +4

**Defensive Abilities** troop traits

### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d6-1)

**Ranged** light crossbow +6 (1d8/19-20), light ballista +6 (3d6/19-20)

### STATISTICS

**Str** 9, **Dex** 15, **Con** 14, **Int** 11, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +3; **CMD** 15

**Feats** Deadly Aim, Siege Engineer<sup>UC</sup>, Siege Gunner<sup>UC</sup>, Skill Focus (Knowledge [engineering])<sup>B</sup>, Skill Focus (Knowledge [engineering])

**Skills** Climb +1, Craft (siege weapons) +11, Knowledge (engineering) +12, Perception +6, Profession (siege engineer) +9, Swim -2

**Languages** Common

**Combat Gear** oil of magic weapon, alchemist's fire (2);

**Other Gear** studded leather, buckler, light crossbow with 40 bolts, light ballista with 20 bolts, masterwork tools (Craft (siege weapons))

### ECOLOGY

**Environment** any

**Organization** solitary or company (2-4)

**Treasure** standard

### SPECIAL ABILITIES

**Barrage (Ex)** Artillery batteries can launch a hail of missiles as a standard action. This attack takes the form of a line with a range of 120 feet, starting from the corner of any square in the troop's space. All creatures the line's areas of effect take 3d8+3 points of piercing damage (Reflex DC 15 for half). The save DC is Dexterity-based.

**Volley Fire (Ex)** Artillery batteries are trained in the use of indirect fire to rain deadly missiles down upon their enemies. As a move action, an artillery battery equipped with such weapons, like catapults or trebuchets, can

target a single square between 30 feet and 120 feet away with a volley of missiles that deal 2d6+6 points of piercing damage in a 10-foot-radius burst (Reflex DC 18 for half), or up to 240 feet away dealing 1d6+3 points of piercing damage in a 10-foot-radius burst (Reflex DC 16 for half). The save DC is Dexterity-based.

## ARTILLERIST BATTERY, ELITE

CR 7

XP 3,200

Half-elf expert 1/fighter 5

N Medium humanoid (elf, troop)

**Init** +3; **Senses** low-light vision; Perception +13

### DEFENSE

**AC** 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +1 natural, +1 shield)

**HP** 80 (10 HD; 4d8+5d10+1d8+26)

**Fort** +7, **Ref** +8, **Will** +5 (+1 vs. fear); ; +2 vs. enchantments

**Defensive Abilities** bravery +1, troop traits; **Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** troop (2d6+1)

**Ranged** mwk light crossbow +12 (1d8/19-20), mwk light ballista +14 (3d6+3/19-20)

**Special Attacks** fusillade (two 120-ft. lines, 2d6+6 piercing damage, DC 18 Reflex half), weapon training (siege +1)

### STATISTICS

**Str** 10, **Dex** 16, **Con** 15, **Int** 16, **Wis** 12, **Cha** 8

**Base Atk** +8; **CMB** +8; **CMD** 21

**Feats** Deadly Aim, Duck and Cover<sup>APG</sup> 158, Far Shot, Point-Blank Shot, Siege Engineer<sup>UC</sup> 118, Siege Gunner<sup>UC</sup>, Skill Focus (Knowledge [engineering])<sup>B</sup>, Weapon Focus (light ballista), Weapon Specialization (light ballista)

**Skills** Acrobatics +10, Climb +5, Craft (siege weapons) +16, Knowledge (engineering) +22, Perception +13, Profession (sailor) +5, Profession (siege engineer) +14, Swim +1; Racial Modifiers +2 Perception

**Languages** Common, any two local languages

**SQ** armor training 1

**Combat Gear** oil of magic weapon (2), alchemist's fire (4);

**Other Gear** masterwork chainmail, masterwork buckler, masterwork light crossbow with 40 bolts, masterwork light ballista with 20 bolts, masterwork tools (Craft (siege weapons))

### ECOLOGY

**Environment** any

**Organization** solitary or company (2-4)

**Treasure** standard

### SPECIAL ABILITIES

**Barrage (Ex)** Elite artillery batteries can launch a hail of missiles as a full-round action. This attack takes the form of up to two lines with a range of 120 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 3d8+6 points of piercing damage (Reflex DC 18 for half). The save DC is Dexterity-based.

**Volley Fire (Ex)** Elite artillery batteries are trained in the use of indirect fire to rain deadly missiles down upon their enemies. As a move action, an elite artillery battery can target a single square between 30 feet and 120 feet away with a volley of missiles that deal 2d6+6 points of piercing damage in a 10-foot-radius burst (Reflex DC 18 for half), or up to 240 feet away dealing 1d6+3 points of piercing damage in a 10-foot-radius burst (Reflex DC 16 for half). The save DC is Dexterity-based.



## BLOODTHIRSTY BUCCANEERS

CR 11

XP 12,800

NE Medium humanoid (human, troop)

**Init** +11; **Senses** Perception +6

### DEFENSE

**AC** 27, touch 18, flat-footed 19 (+3 armor, +7 Dex, +1 dodge, +6 natural)

**HP** 152 (16d8+80)

**Fort** +14, **Ref** +12, **Will** +8; +2 vs. fear and mind-affecting effects

**Defensive Abilities** evasion, improved evasion, uncanny dodge

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** troop +16 (4d6+4 plus 1d4 bleed)

**Ranged** 4 masterwork composite longbow +20 (1d8+4/x3)

**Special Attacks** sneaking surround

### STATISTICS

**Str** 18, **Dex** 25, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +12; **CMB** +16; **CMD** 33

**Feats** Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Precise Shot, Sea Legs<sup>UC</sup>, Skill Focus (Profession [sailor]), Toughness

**Skills** Acrobatics +20, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +20, Sense Motive +5, Stealth +10, Swim +10

**SQ** good for what ails you, in the rigging, salty sailors

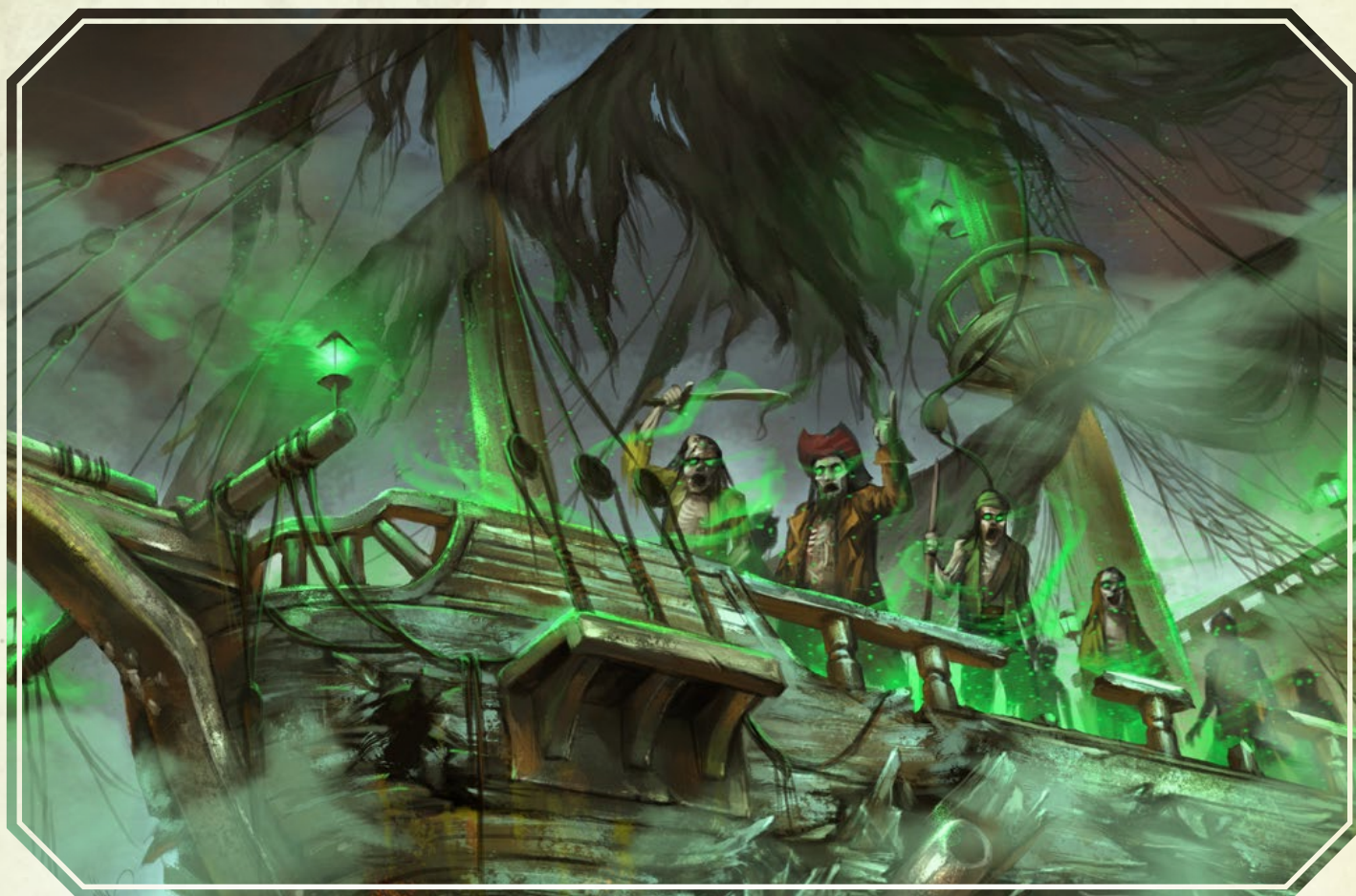
### SPECIAL ABILITIES

**Good for What Ails You (Su)** Bloodthirsty buccaneers carry bottles of rum spiked with healing potions of varying types. Three times per day as a standard action, the troop can gain the benefits of a potion of cure serious wounds, potion of lesser restoration, potion of neutralize poison, or potion of remove fear affecting the entire troop.

**In the Rigging (Ex)** Bloodthirsty buccaneers have a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the troop treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.

**Salty Sailors (Ex)** Bloodthirsty buccaneers are veteran raiders inured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

**Sneaking Surround (Ex)** Bloodthirsty buccaneers are experts at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 4d6 additional points of damage from each successful attack by the buccaneers. Any creature sharing the space of a buccaneer troop at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.



## DRAUGR CREW

CR 12/MR 5

XP 19,200

*Pathfinder Roleplaying Game Bestiary 2*

CE Medium undead (mythic, troop, water)

**Init** +4; **Senses** darkvision 60 ft.; Perception +18

## DEFENSE

**AC** 25, touch 14, flat-footed 21 (+4 armor, +4 Dex, +7 natural)

**HP** 150 (13d8+92)

**Fort** +7, **Ref** +8, **Will** +12

**DR** 10 epic and bludgeoning or slashing; **Immune** troop traits, undead traits; **Resist** fire 10

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** troop +14 (3d6+5 plus energy drain or nausea)

**Ranged** 4 +1 pistol +14 (1d6+1/x4) or 4 +1 thundering musket +14 (1d12+1/x4)

**Special Attacks** energy drain (1 level, DC 21), mythic power (7/day, surge 1d8), nausea (DC 19), phantom broadside<sup>MA</sup>, press gang<sup>MA</sup>

**Spell-Like Abilities** (CL 13th; concentration +16)

**3/day**—obscuring mist

## STATISTICS

**Str** 21, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

**Base Atk** +9; **CMB** +14; **CMD** 28 (can't be bull rushed or tripped)

**Feats** Ability Focus (energy drain), Exotic Weapon Proficiency (cannon), Extra Mythic Power<sup>MF</sup>, Iron Will<sup>MF</sup>, Master Siege Engineer, Siege Engineer, Siege Gunner, Toughness<sup>MF</sup>

**Skills** Climb +15, Knowledge (engineering) +11, Knowledge (geography) +10, Perception +18, Profession (sailor) +15, Stealth +19, Swim +17

**Languages** Common

**SQ** part of the ship, part of the crew<sup>MA</sup>, pirate's jig<sup>MA</sup>, ship of the damned<sup>MA</sup>

## ECOLOGY

**Environment** any aquatic

**Organization** solitary troop or flotilla (2–4 troops)

**Treasure** double

## SPECIAL ABILITIES

**Energy Drain (Su)** In place of causing nausea, a mythic draugr can drain the life energy from creatures damaged by its troop attack, inflicting one negative level each time they deal damage (DC 21 Fortitude negates). A mythic draugr crew heals 5 points of damage each time it inflicts a negative level; if the crew is already at full hit points, this healing effect is wasted. The save DC is Charisma-based.

**Nausea (Su)** A creature damaged by a mythic draugr crew is nauseated for 1 round (DC 19 Fortitude negates). The save DC is Charisma-based.

**Part of the Ship, Part of the Crew (Su)** Any humanoid slain by a mythic draugr crew's energy drain rises as a draugr (or draugr captain, if it has at least 5 Hit Dice) 1d4 rounds later. This draugr is assimilated into the crew, healing damage equal to twice the creature's Hit Dice. Any creature slain by the crew while on board its ship, even if not slain by energy drain, also rises in this fashion if it fails a DC 19 Will save.

**Phantom Broadside (Su)** As a full-round action, a mythic draugr crew can draw forth a collection of ectoplasmic firearms and make four attacks as if wielding +1 pistols. If the crew expends one use of its mythic power, this broadside functions instead as four attacks with +1 thundering muskets. If your campaign does not use gunpowder weapons, substitute heavy crossbow attacks in place of firearms. In lieu of dealing damage, the crew can spend one use of its mythic power to create a cloud of ghostly fog and smoke with its phantom broadside, functioning as mythic obscuring mist; the crew may expend two uses of its mythic power to augment this effect or three uses of mythic power to augment it as a 6th-tier mythic caster. Regardless of how it uses this ability, the phantom firearms dissolve into ectoplasm at the end of the mythic draugr crew's turn.

**Pirate's Jig (Ex)** A mythic draugr crew can move and balance without difficulty on board a ship without the need to make Acrobatics checks to maintain their balance and without being denied their Dexterity bonus when balancing on narrow surfaces or when climbing. In addition, while on board a ship, a mythic draugr crew can attempt a dirty trick, reposition, or trip combat maneuver once per round as a swift action. Alternatively, it can use a full-round action to attempt a dirty trick, reposition, or trip combat maneuver against every creature sharing its space. These combat maneuvers do not provoke attacks of opportunity.

**Press Gang (Sp)** A draugr crew casts a siren song upon the minds of other sailors, compelling them through a combination glamour and terror to follow their commands. This functions as *mass charm person* (DC 18). If the mythic draugr crew is on board their ship or in the water when they use this ability, they can dominate (as *dominate person*) one or more creatures that fail their saves instead of charming them by spending one use of their mythic power per target.

**Ship of the Damned (Su)** Once per day, in a ritual requiring one minute, a mythic draugr crew can summon a ghostly ship from beneath the waves. The crew can arm the ship with siege weapons by expending one use of mythic power per light bombard, cannon, or firedrake, or two uses of mythic power per fiend's mouth cannon, heavy bombard, or firewurm. These siege weapons have unlimited ammunition but must be loaded and fired following the normal rules for siege weapons, treating the mythic draugr crew as a crew of 16 individual gunners for the purpose of loading, aiming, and firing. If your campaign does not use gunpowder weapons, you may substitute ballistas and catapults of similar size. The ship

of the damned appears ragged and barely seaworthy, but it is as handy and stout as a standard sailing ship.

If the mythic draugr crew expends one use of its mythic power, they can cause the ship to spring to life, functioning as a Colossal animated object for 13 rounds with the following special abilities: additional attack, constrict, faster (x3, for a swim speed of 60 feet), grab, and trample. If the mythic draugr crew expends two uses of its mythic power, the ship also gains either the agile or invincible mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. Although the ship is treated as a creature while animated, Large or smaller creatures can share its space; however, creatures other than the mythic draugr crew treat the ship's spaces as if they were affected by an *entangle* spell (DC 14).

## PIRATE CREW

CR 6

**XP 2,400**

NE Medium humanoid (human, troop)

**Init** +5; **Senses** Perception +6

### DEFENSE

**AC** 21, touch 15, flat-footed 17 (+2 armor, +5 Dex, +4 natural)

**HP** 75 (10d8+30)

**Fort** +10, **Ref** +8, **Will** +6; +2 vs. fear and mind-affecting effects

**Defensive Abilities** evasion, uncanny dodge

### OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** troop +9 (2d6+2)

**Ranged** 4 masterwork composite shortbow +13 (1d6+2/x3)

**Space** 20 ft.; **Reach** 5 ft.

**Special Attacks** sneaking surround

### STATISTICS

**Str** 15, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 24

**Feats** Iron Will, Point-Blank Shot, Precise Shot, Sea Legs<sup>UC</sup>, Skill Focus (Profession [sailor])

**Skills** Acrobatics +15, Climb +10, Knowledge (local) +4, Perception +6, Profession (sailor) +10, Sense Motive +5, Stealth +10, Swim +10

**SQ** in the rigging, salty sailors

### SPECIAL ABILITIES

**In the Rigging (Ex)** A pirate crew gains a climb speed of 20 feet when climbing ropes, nets, anchor chains, and similar nautical surfaces. When using a rope to assist them in a jump, such as swinging from one ship to another, the pirate crew treats that as a running jump and gains a +5 bonus on the Acrobatics check. They likewise gain a +5 bonus on Acrobatics checks to balance on beams, spars, ropes, and masts. When making ranged attacks against targets within 30 feet, they ignore cover or concealment (but not total cover or total concealment) provided by intervening masts, ropes, nets, sails, and other creatures.



**Salty Sailors (Ex)** A pirate crew is made up of tough, experienced brigands inured to the difficulties of the sea. The troop gains a +2 bonus on saving throws against becoming nauseated or sickened and against mind-affecting effects, and once per day when the troop fails a saving throw that would cause it to become nauseated or sickened, it can reroll the save, taking the second result even if worse than the first.

**Sneaking Surround (Ex)** A pirate crew is expert at sneaking up on foes and maneuvering to them from every side at once. Any flat-footed creature or creature denied its Dexterity modifier to AC takes 2d6 additional points of damage from each successful attack by the pirate crew. Any creature sharing the space of a pirate crew at the end of its turn likewise takes this additional damage if any portion of the troop's space is on two opposite sides of its own space. This is precision damage.

## PIRATE PORT DEFENDERS

CR 7

XP 3,200

NE Medium humanoid (human, troop)

**Init** +5; **Senses** Perception +6

### DEFENSE

**AC** 27, touch 12, flat-footed 25 (+6 armor, +2 Dex, +5 natural, +4 shield)

**HP** 83 (11d8+33)

**Fort** +11, **Ref** +5, **Will** +6

**Defensive Abilities** shield wall

### OFFENSE

**Speed** 30 ft.

**Melee** troop +11 (3d6+3 plus poison)

**Ranged** 4 thrown tridents +11 (1d8+4 plus poison) or 4 nets +11 (— plus entangled)

**Space** 20 ft.; **Reach** 5 ft. (10 ft. with nets)

**Special Attacks** press gang

### STATISTICS

**Str** 16, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +8; **CMB** +11; **CMD** 23

**Feats** Alertness, Exotic Weapon Proficiency (net), Iron Will, Net Adept<sup>UC</sup>, Net and Trident<sup>UC</sup>, Saving Shield<sup>APG</sup>

**Skills** Perception +18, Sense Motive +18, Survival +6

**Languages** Common

**SQ** armor training 1

## SPECIAL ABILITIES

**Armor Training (Ex)** Pirate port defenders can move at full speed in medium armor and reduce the armor check penalty for armor and shields by 1.

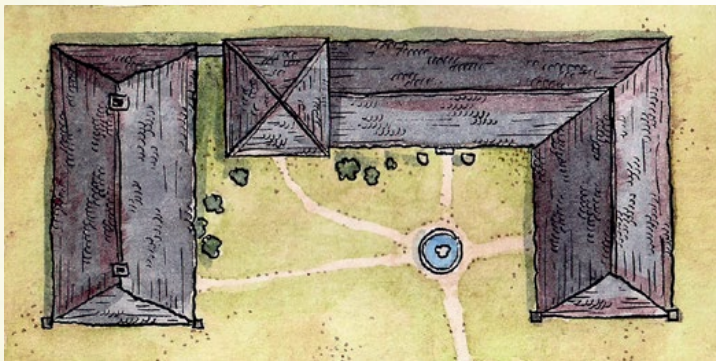
**Press Gang (Ex)** Pirate port defenders prefer to capture rather than kill, to shanghai new potential pirates or find captives to ransom or sell. Creatures damaged by their melee troop attack are entangled (DC 17 Reflex negates); this is treated as being trapped in a net. In addition, as part of a move action a group of pirate port defenders can make a combat maneuver check to drag all Medium or smaller entangled creatures within or adjacent to their space with them. The troop makes a single combat maneuver check and applies the result against the CMD of all entangled creatures. If the check fails to beat the CMD of an entangled creature, that creature remains entangled (as if caught in a net) but is left behind as the troop moves away.

**Poisoned Weapons (Ex)** Pirate port defenders use tridents poisoned by the goblin alchemists of Fort Scurvy. This large scorpion venom is specially formulated with the sticky poison discovery, allowing it to remain effective for four successful attacks before needing to be replaced.

**Shield Wall (Ex)** Pirate port defenders wear breastplates and carry tower shields, enabling them to turn their shields in concert and use them to provide total cover along one side of the troop's space as a standard action. Attacks passing through that edge of their space are affected by this cover. In addition, when a creature charges a troop of pirate port defenders, as an immediate action the troop can ready an action to attack that creature. Unlike a standard troop attack, the pirate port defenders must succeed on an attack roll to deal damage with this special attack; however, on a successful hit damage is doubled.

# APPENDIX D: RECORD SHEETS AND BUILDING ICONS

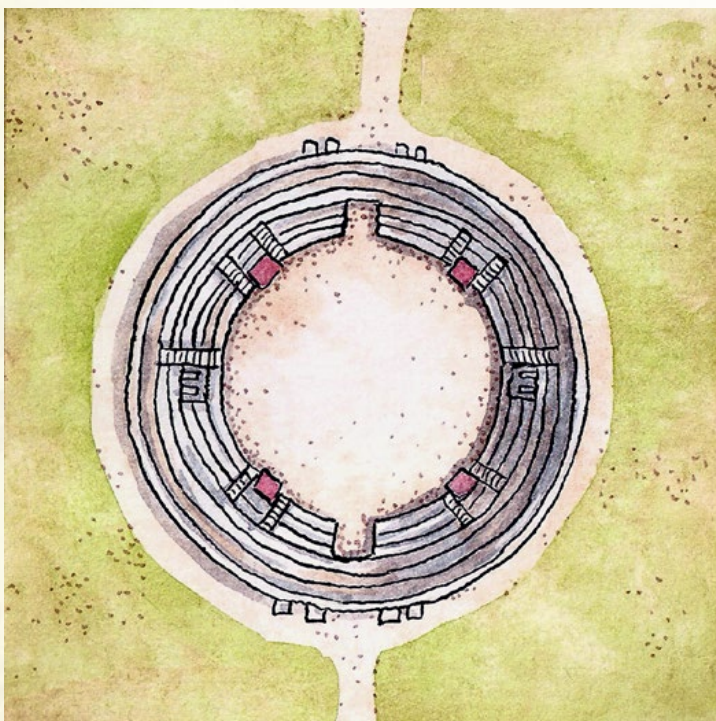
**ACADEMY**



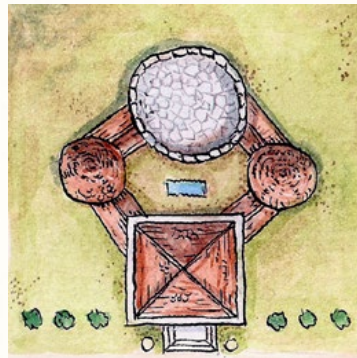
**ALCHEMIST**



**ARENA**



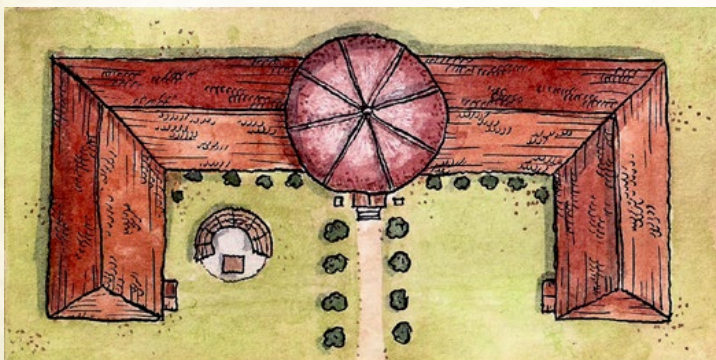
**BANK**



**BREWERY**



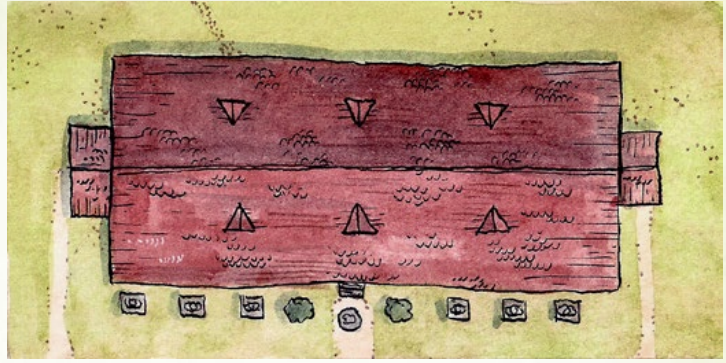
**BARDIC COLLEGE**



**BLACK MARKET**

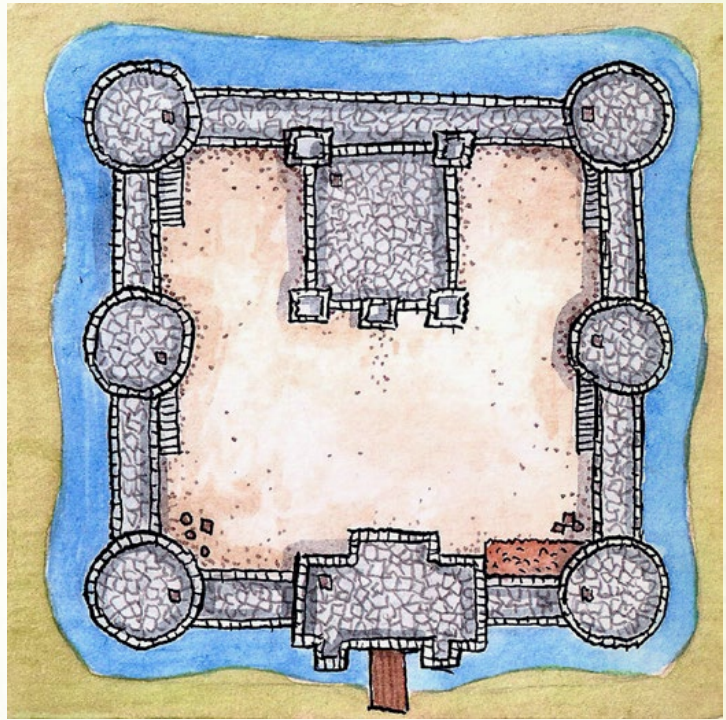


**BUREAU**



**CASTER'S TOWER**

**CASTLE**

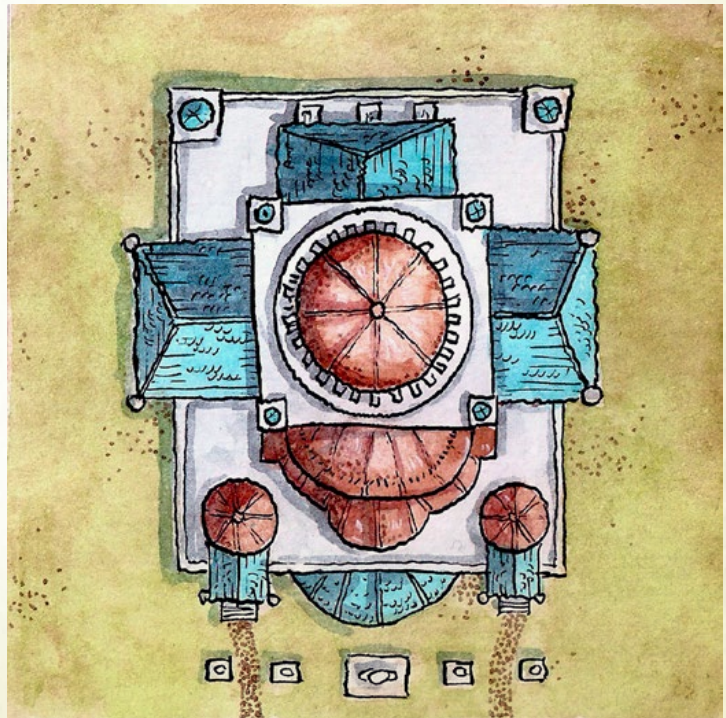


**CISTERN**



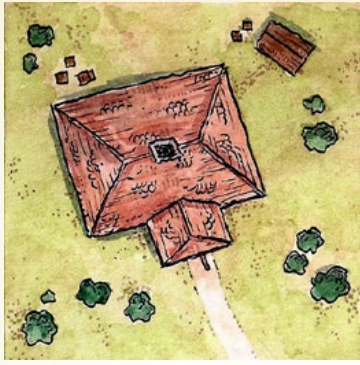
**DUMP**

**CATHEDRAL**

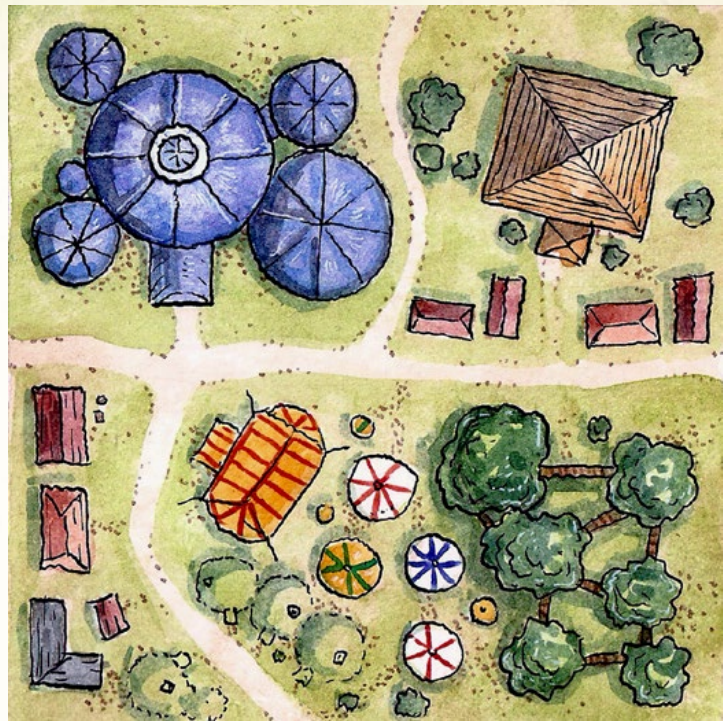


**DANCE HALL**

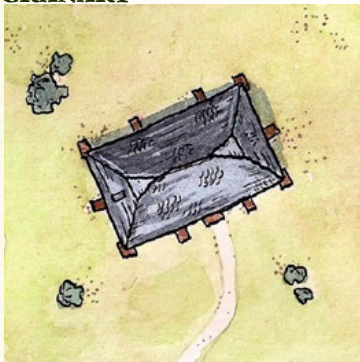




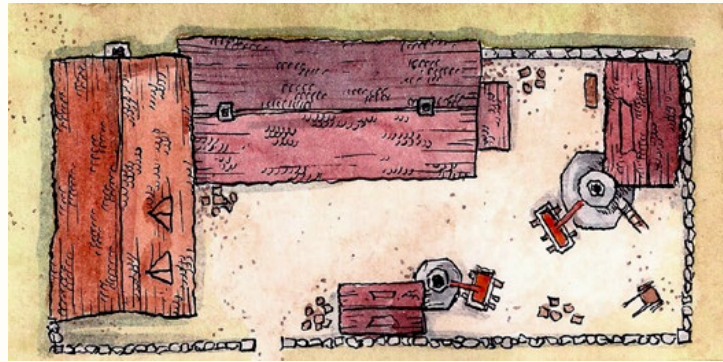
**GRANARY**



**FOUNDRY**



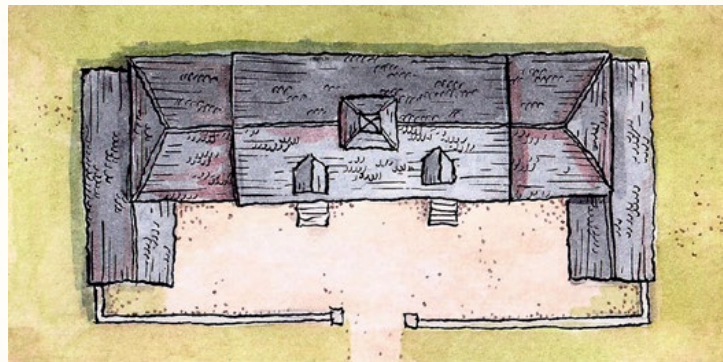
**GRAVEYARD**



**GARRISON**



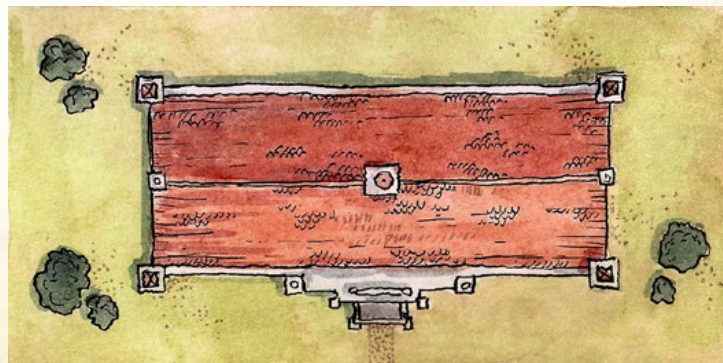
**HERBALIST**

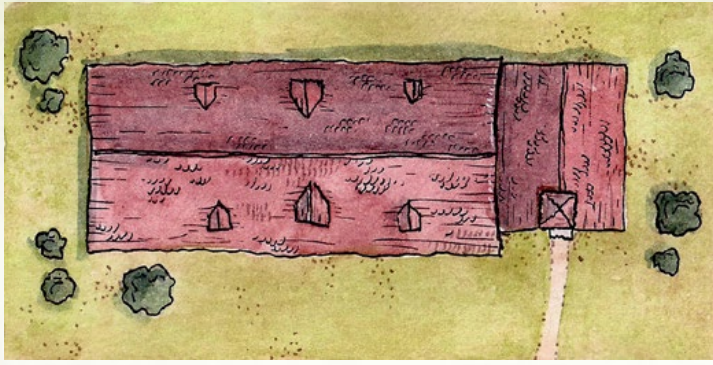


**GUILD HALL**

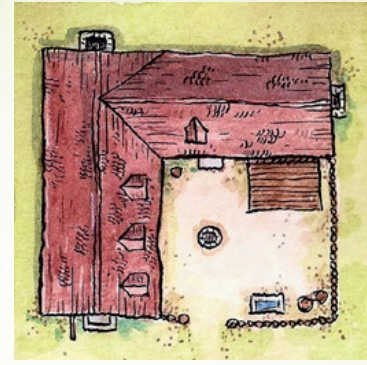


**HOUSES**





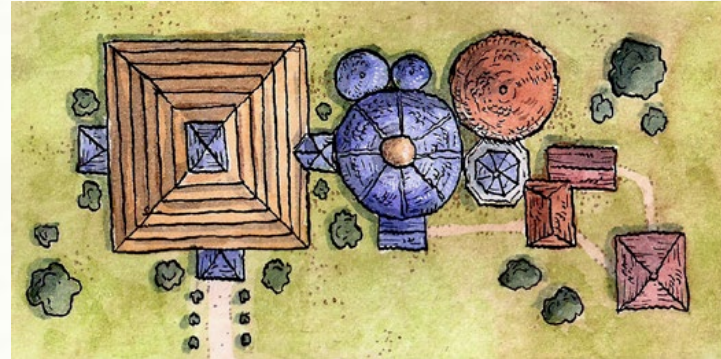
**JAIL**



**MAGICAL ACADEMY**



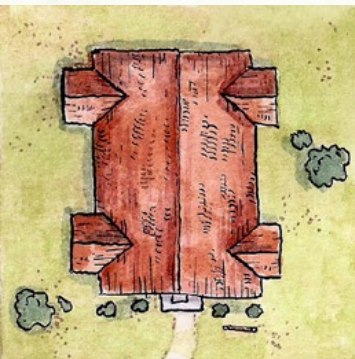
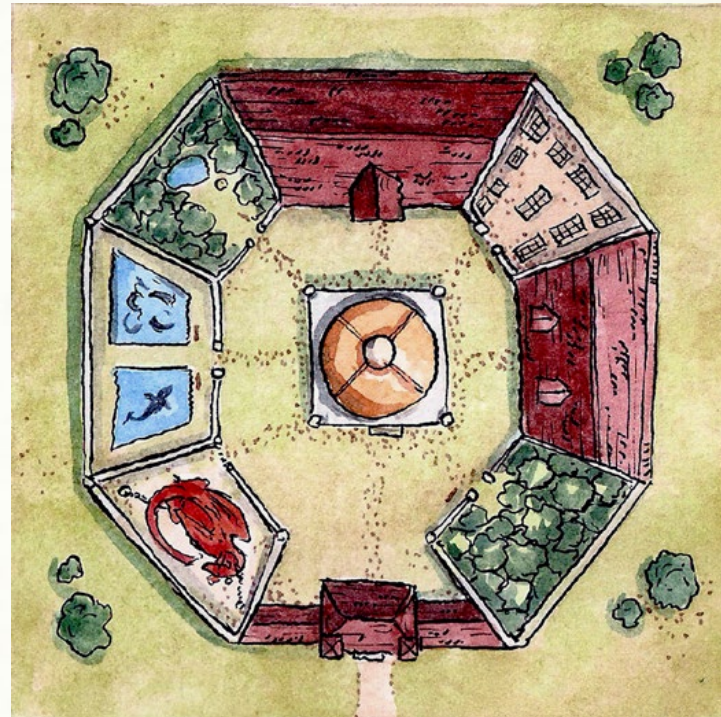
**LIBRARY**



**GARRISON**



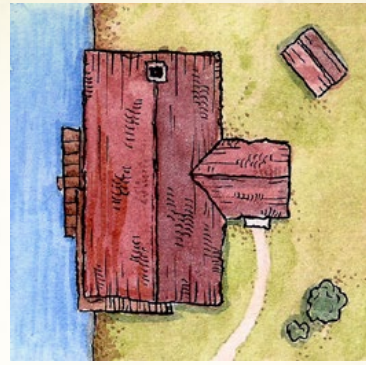
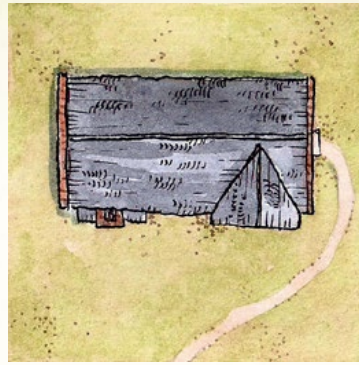
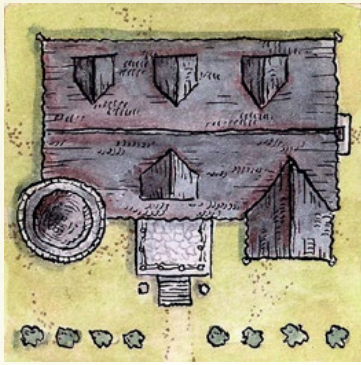
**LUXURY STORE**



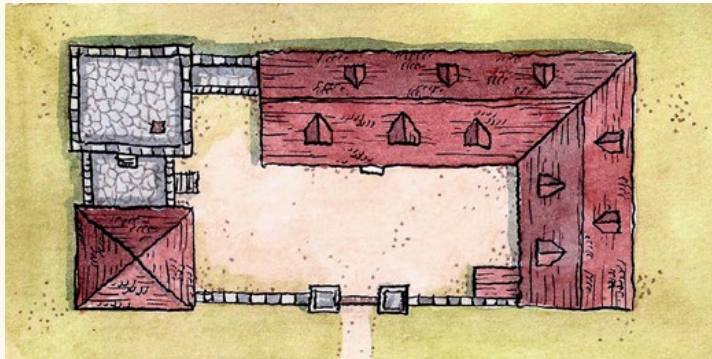
**MAGIC SHOP**

**MARKET**

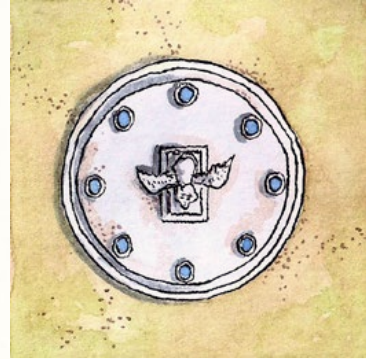




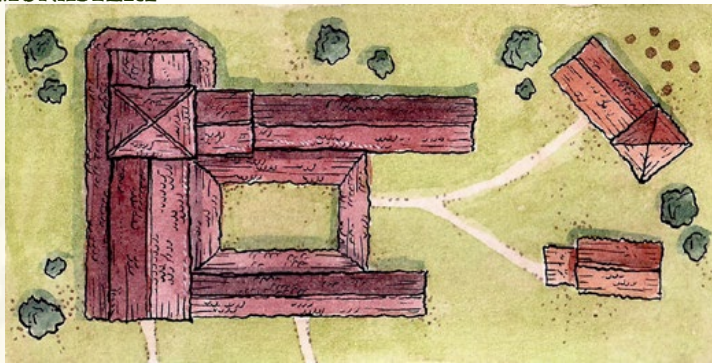
**MONUMENT**



**MONASTERY**



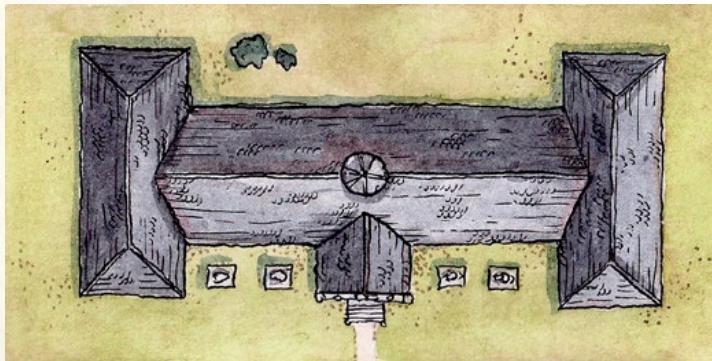
**OBSERVATORY**



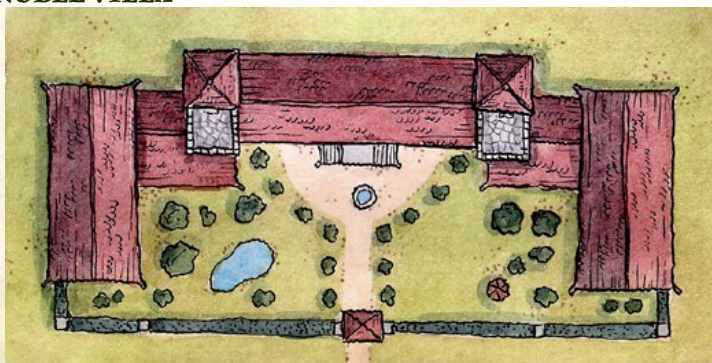
**MUSEUM**



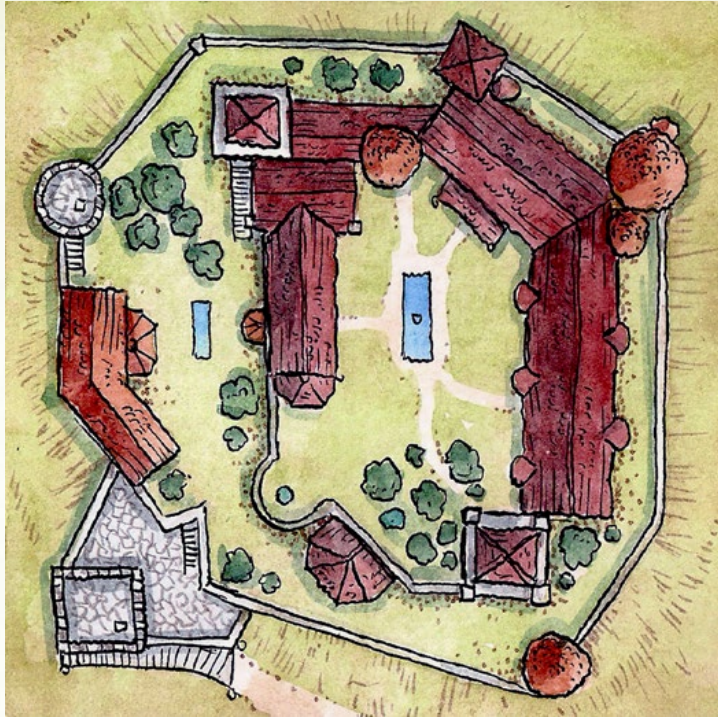
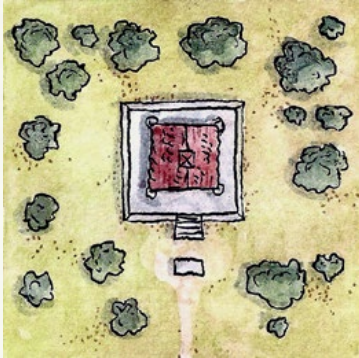
**ORPHANAGE**



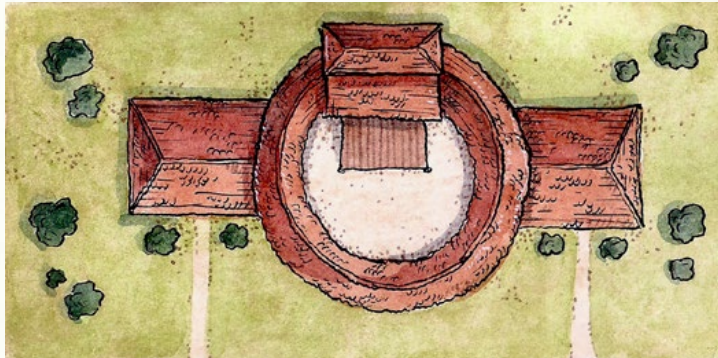
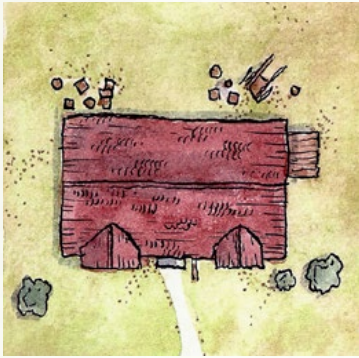
**NOBLE VILLA**



**PALACE**



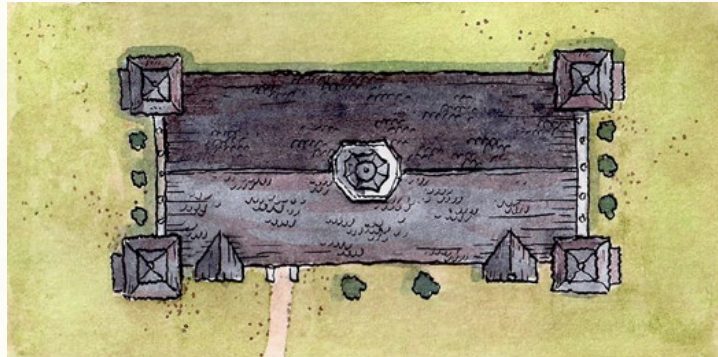
**THEATRE**

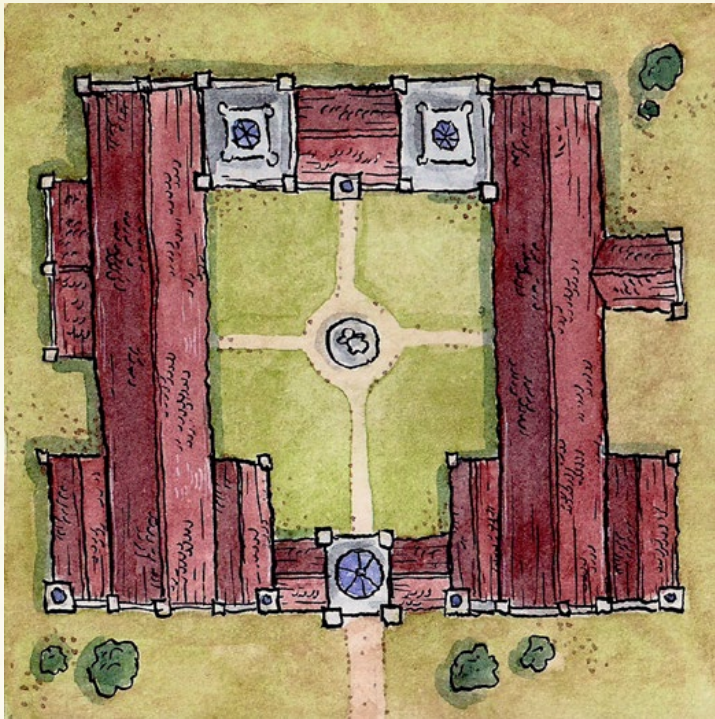


**TRADE SHOP**

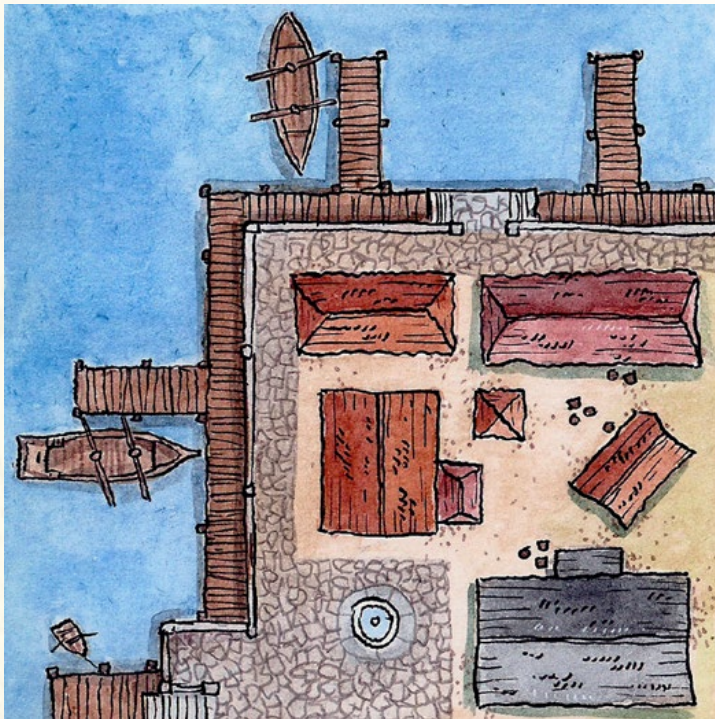


**TOWN HALL**

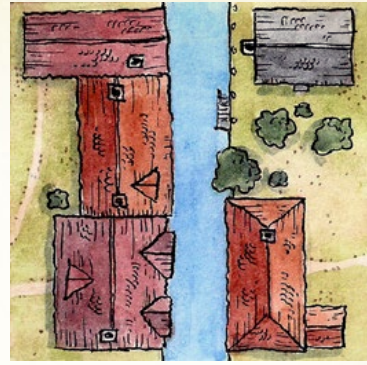




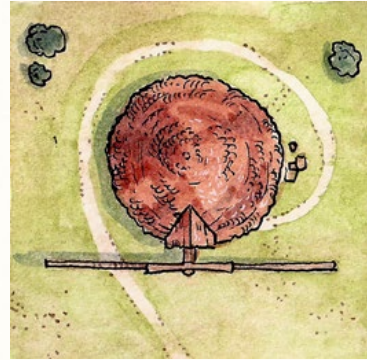
**WATERFRONT**



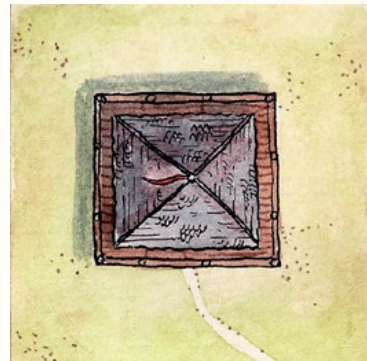
**WATERWAY**



**WINDMILL**



**WATCHTOWER**







# SETTLEMENT RECORD SHEET

CITY NAME

DEFENSE

TYPE

POPULATION

TERRAIN

## INFRASTRUCTURE

CITY WALL.....

MOAT.....

PAVED STREETS.....

SEWER SYSTEM.....

WATERGATE.....

TUNNELS.....

## MAGICAL IMPROVEMENTS

.....

.....

.....

.....

## NOTABLE NPCs

.....

.....

.....

.....

## MILITARY UNITS

.....

.....

.....

.....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION
BUILDING NAME ..... COMPLETION	BUILDING NAME ..... COMPLETION

WATER BORDERS? .....

COUNTRY NAME

GOVERNMENT \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

CAPITAL CITY

POPULATION \_\_\_\_\_ SIZE \_\_\_\_\_ CONTROL DC \_\_\_\_\_

# DOMAIN RECORD SHEET

## RULING COUNCIL

RULER \_\_\_\_\_ + \_\_\_\_\_ ECONOMY, LOYALTY, STABILITY

RULER \_\_\_\_\_ + \_\_\_\_\_ ECONOMY, LOYALTY, STABILITY

CONSORT \_\_\_\_\_ + \_\_\_\_\_ LOYALTY

COUNCILOR \_\_\_\_\_ + \_\_\_\_\_ LOYALTY

GENERAL \_\_\_\_\_ + \_\_\_\_\_ STABILITY

GRAND DIPLOMAT \_\_\_\_\_ + \_\_\_\_\_ STABILITY

HEIR \_\_\_\_\_ + \_\_\_\_\_ LOYALTY

HIGH PRIEST \_\_\_\_\_ + \_\_\_\_\_ STABILITY

MAGISTER \_\_\_\_\_ + \_\_\_\_\_ ECONOMY

MARSHAL \_\_\_\_\_ + \_\_\_\_\_ ECONOMY

ROYAL ENFORCER \_\_\_\_\_ + \_\_\_\_\_ LOYALTY, -1 UNREST/UPKEEP

SPYMASTER \_\_\_\_\_ + \_\_\_\_\_

TREASURER \_\_\_\_\_ + \_\_\_\_\_ ECONOMY

VICEROY \_\_\_\_\_ + \_\_\_\_\_ ECONOMY

WARDEN \_\_\_\_\_ + \_\_\_\_\_ LOYALTY

## ONGOING EVENTS

## EDICTS

EXPANSION

HEX  STABILITY  LOYALTY  ECONOMY  BP

HOLIDAYS

BP  ECONOMY  LOYALTY

TAXATION

BP REVENUE  ECONOMY  LOYALTY

RECRUITMENT<sup>UR</sup>

FAME  DEFENSE  ECONOMY  SOCIETY

UNREST  PENALTY ON ALL CHECKS  TREASURY  BP

CONSUMPTION  BP

SIZE  CITIES  EDICTS  FARMS  OTHER

TOTAL	BONUSES							PENALTIES				
	BUILDINGS	EDICTS	EVENTS	RESOURCES	ALIGNMENT	SKILL	GOVERNMENT	EDICTS	UNREST	VACANCIES	OTHER	
ECONOMY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
LOYALTY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
STABILITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
CORRUPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
CRIME	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
LAW	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
LORE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
PRODUCTIVITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
SOCIETY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

TOTAL	BONUSES							NOTES
	BASE	LORE/10	SOCIETY/10	SIZE BONUS	BUILDINGS	EVENTS	OTHER	
FAME	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INFAMY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

## DIPLOMACY AND TRADE

TRADE ROUTE DESTINATION	LENGTH (TR)	ROUTE Modifier	LENGTH MODIFIER	TYPE	DC	CONTROL DC	CORRUPTION	ROUTE MODIFIER	LENGTH MODIFIER	PRODUCTIVITY
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	_____	_____	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EMBASSIES	ECONOMY	BALANCED	FAME	UNFAIR	INFAMY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREATIES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ALLIANCES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

COUNTRY NAME

CAPITAL CITY

COMMANDING GENERAL \_\_\_\_\_

CHARISMA BONUS \_\_\_\_\_

INITIATIVE BONUS \_\_\_\_\_

MAXIMUM ARMIES \_\_\_\_\_

# MILITARY RECORD SHEET

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			

<b>COMMANDER</b> <input type="text"/>			
CHA	<input type="text"/>	HD	<input type="text"/>
LEADERSHIP		<input type="text"/>	
Boons <input type="text"/>			
UNIT NAME <input type="text"/>			
ALIGNMENT	SIZE	TYPE	
CAMOUFLAGED <sup>TM</sup>	SCOUT <sup>TM</sup>	ACTIVE RESERVE <input type="checkbox"/>	
HP	<input type="text"/>	ACR	<input type="text"/>
CASUALTIES DIVISION HP - CURRENT/TOTAL <input type="text"/>			
SPEED	MORALE	CONSUMPTION	
DV	<input type="text"/>	OM	<input type="text"/>
RANGED <sup>TM</sup>	MELEE <sup>TM</sup>		
TACTICS <input type="text"/>			
RESOURCES <input type="text"/>			
SPECIAL <input type="text"/>			



# IT'S GOOD TO BE THE KING!

*Ultimate Kingdoms* takes your *Pathfinder Roleplaying Game* campaign beyond dragons and dungeons to gain wealth, power, and influence in your favorite fantasy world!

Within this beautiful book you'll find a truly massive expansion to the kingdom-building and mass combat rules presented in *Pathfinder Roleplaying Game Ultimate Campaign* that expand those rules into a truly comprehensive system for founding and ruling a kingdom of your own. Tame the wilderness to establish your cities, filling them with loyal citizens and monuments to your glory, as the cleverness of your brand-new edicts and the wisdom of your building decisions combine to create a kingdom that will outlast you. Engage in diplomacy, trade, festivals, espionage, and everything a mighty ruler must manage to keep their nation prosperous and happy throughout events great and small that may boost or undermine the peace and prosperity of your domain. Of course, no kingdom is ever truly safe, and *Ultimate Kingdoms* unlocks an incredible array of mass combat options that are detailed yet easy to use to incorporate battles on land, sea, and air in a single integrated and abstract rule set, with flexible tactics, commanders, and both simple and advanced options, alongside bonus rules for sieges, logistics, battlefield terrain and weather, and more! Over and above ruling a kingdom and waging war on a large scale, *Ultimate Kingdoms* contains expansive rules that can be used in any *Pathfinder Roleplaying Game* campaign or adventure, such as:

**MYTHIC KINGDOMS:** Integration of the mythic rules from *Pathfinder Roleplaying Game Mythic Adventures* with new kingdom leader options, mythic kingdom qualities and kingdom disadvantages, as well as enchanted structures and sample mythic settlements!

**STRONGHOLDS:** Construct your own buildings and castles, including exotic building materials and magical augmentations, character-level siege weapons, digging in on the battlefield, and exotic strongholds like cloud castles, crystal palaces, bone keeps, and walls of pure necrotic spirit!

**FACTIONS & INTRIGUE:** Creating guilds, secret societies, and similar factions and organizations, wielding power and influence to shape society!

**RELATIONSHIPS:** Building deep and rich relationships with NPCs, developing your affinities to create life-long friendships, romances, and rivalries!

**CHARACTER OPTIONS:** New spells, feats, gear, and class features, as well as the brand-new **general** and **hordelord** classes!

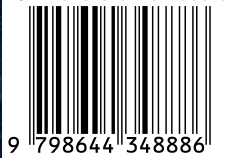
**AWESOME EXTRAS:** Sample kingdoms and organizations and appendices jam-packed with noble titles, troop conversion rules and dozens of sample military troops, mercenary name generator, detailed record sheets for your settlements, kingdoms, and military units!

Your characters can become much more than just adventurers with *Ultimate Kingdoms*, and each subsystem presented here stands easily on its own but also has connections to the other rules in this book. This modular design lets you use any or all of the different parts of this book in your campaign to tailor these options for you and your players. Your heroes have beaten the bandits, overcome the orcish onslaught, and defeated the dragon, but in between their adventures your heroes would rather return home to a mighty throne instead of a warm campfire, now they can with *Ultimate Kingdoms*! Grab this fantastic 332-page *Pathfinder Roleplaying Game* rules expansion today and **Make Your Game Legendary!**

PDF version available now. Print and Print/PDF Bundles available for preorder at the [Legendary Games](#) webstore and should ship in August.



ISBN 979-8-6443-4888-6



9 798644 348886

