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ADVENTURE PATH



Kingmaker

PLAYER'S GUIDE

PART 2

VARDAEN'S COLLECTION



Brevoy

Power Struggle Between Feuding Noble Houses

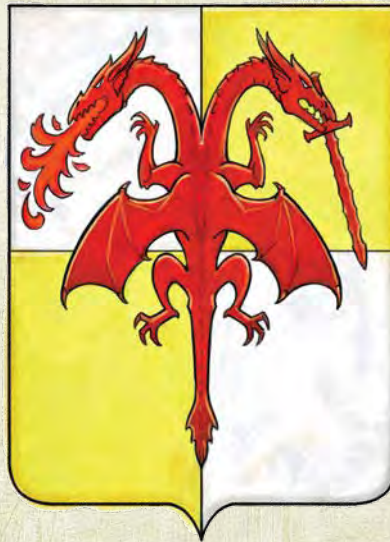
From the towering spires of the Ruby Fortress, King Noleski Surtova looks out across a nation divided. For most of the last 200 years, the descendants of Choral the Conquer led the various people of two formally separate (and vastly different) nations, welding them together to forge the nation of Brevoy. Now Choral's descendants are gone, and cracks are appearing that threaten to tear apart the nation and plunge its people into a sea of fire and blood.

Brevoy was formed when a mysterious Iobarian warlord named Choral the Conquerer forged a new nation, with the help of his red dragon allies, out of two neighboring rivals. Despite the efforts of Choral's descendants in House Rogarvia, these two regions retain much of the character and national identity they had as independent nations.

All of that changed 9 years ago, when every member of House Rogarvia vanished without a trace or explanation. Stripped of its rulers and its only uniting force, Brevoy is on the brink of plunging into civil war.

Issia: The northern half of Brevoy was once the independent nation of Issia. A twisted landscape of rugged hills covered only with scrub and scree, the uniformly poor quality of the soil makes it nearly impossible to grow anything here. The people live mostly on the fish they can catch, a diet supplemented only by food shipped up from Rostland or areas further south. In centuries past, the people of Issia were infamous raiders, and their river-raiding craft were feared along the whole length of the Sellen, all the way to the Verduran forest.

For more than a thousand years, the Surtovas have ruled Issia. The family of pirates and scoundrels has retained an iron grip on Issia ever since it beat all the other pirates and scoundrels into submission. Collectively, Surtovas are known as crafty schemers.



Alignment: CN

Capital: New Stetven (32,850)

Notable Settlements: Port Ice (13,260),
Restov (18,670), Skywatch (6,590)

Ruler: King Noleski Surtova

Government: Hereditary monarchy

Languages: Common, Hallit, Skald, Varisian,
Draconic

Religion: Abadar, Pharasma, Gorum

Lacking both natural resources and a large population, Issia has never possessed anything like a mighty military force, but it usually survives by outsmarting its enemies. When Choral and his dragons arrived, the Surtovas surrendered immediately and were therefore spared the retribution that nearly destroyed their southern neighbors in Rostland. Since that day, the family worked, slowly and carefully, to advance its position in the royal hierarchy of Brevoy—a diligence that paid off when the Rogarvias disappeared. Many suspect the Surtovas are somehow behind the mysterious disappearance, as no sooner had the Rogarvias vanished than the Surtovas began consolidating their grip on the throne.

On the whole, Issians remain a reclusive and enigmatic bunch. Each village has its own traditions dating back hundreds of years. Outsiders find themselves distrusted and shunned. Rumors of bloody rituals and human sacrifice remain unsubstantiated, but in the far-away cities of Restov and New Stetven, people whisper that the true masters of Issia remain hidden beneath the waters of the Lake of

Mists and Veils, emerging in the dead of night to strike terrible bargains with the villagers.

Rostland: South of the Gronzi Forest lies a vast rolling plain of fertile grasslands, dotted with farms and small villages. This is Rostland, breadbasket of the north and homeland of the Aldori swordpact.

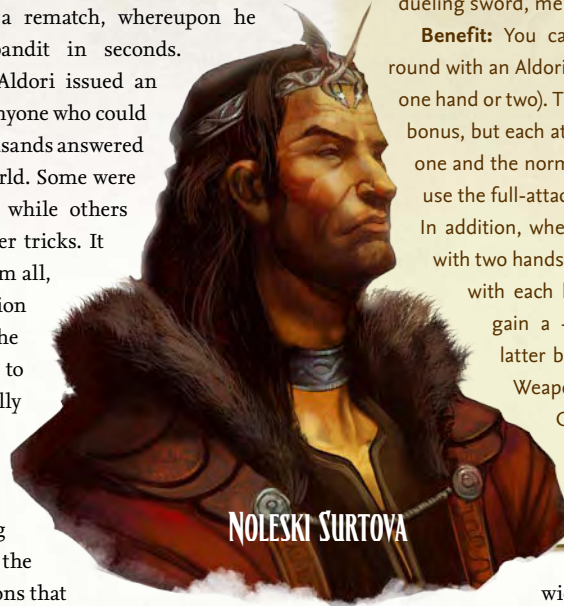
Centuries ago, the Taldan colonists who founded Rostland arrived in the north under the leadership of Baron Sirian First, a fiery, impulsive noble forced to emigrate from Taldor after losing one too many duels. In the early days of the colony, bandits struck from hidden camps in the river kingdoms, nearly destroying the budding colony before it had a chance to get started. The bandit leader was himself a master swordsman and challenged the baron to a wager: half the baron's fortune

against the bandit's head. Unable to pass up the challenge, Baron First took the wager and was broadly humiliated by an ignoble defeat. After he paid the bandit, he disappeared for several years. Most assumed he had fled somewhere, too ashamed to show his face after such a defeat.

The people were surprised when the baron returned several years later a changed man, a swordsman like the world had never before seen. Calling himself Sirian Aldori, he promptly challenged the bandit lord to a rematch, whereupon he disarmed and defeated the bandit in seconds. Reestablishing his rule, Baron Aldori issued an open challenge of 100,000 gp to anyone who could beat him in a duel of swords. Thousands answered the challenge from across the world. Some were earnest and honorable duelists, while others tried to cheat with magic or other tricks. It didn't matter. Sirian defeated them all, forever cementing his reputation as the greatest swordsman in the world. At first, Sirian refused to teach his techniques, but eventually he selected a small group to train. He made them change their names to Aldori and to swear an oath not to reveal anything they learned to someone not of the swordpact. Through the generations that followed, Sirien's pupils became known as the Aldori swordlords, a force feared throughout the continent. Until Choral arrived, the swordlords ruled Rostland and were every bit as impulsive and prickly as Sirien. The Aldori uniformly distrust the Surtovas, and their patience with the new king wears thin.

The people of Rostland are mainly farmers, craftsmen, and tradesmen. Most are outgoing, happy, and welcoming of strangers—as long as the strangers are willing to conform to the local customs, of which there are many. This welcome is somewhat misgiving, however, as the people of Rostland are obsessed with honor and personal standing, and take offense at the slightest provocation. One wrong word is likely to find the offender in front of the local magistrate or facing a prospective duel. If an outsider takes the trouble to learn their customs, the Rostlandi prove to be fast friends and staunch allies.

New Stetven: Choral's rough-and-tumble capital at New Stetven is a bustling trade city despite the recent collapse of its aristocrats. Grain, fish, timber, and ore flow from Brevoy through New Stetven and out to the rest of the north. The food from Brevoy sustains much of the River Kingdoms, Numeria, and Mendev, where constant bandit raids and invading demonic armies make farming difficult, and most of that food passes through New Stetven. In return, exotic goods from all corners of Avistan (and beyond) flow back up the Sellen River to New Stetven. Although bandits and robbers in the River Kingdoms are still a serious obstacle, the market nevertheless offers a



ALDORI DUELING MASTERY [LOCAL]

Your mastery of the Aldori dueling style sets you apart from even the other swordlords.

Prerequisites: Dex 17, Greater Weapon Focus (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword), Weapon Specialization (Aldori dueling sword), base attack bonus +12, proficient with Aldori dueling sword, member of Aldori school.

Benefit: You can make one additional attack each round with an Aldori dueling sword (whether wielded with one hand or two). The attack is at your highest base attack bonus, but each attack you make in the round (the extra one and the normal ones) takes a –2 penalty. You must use the full-attack action to use this aspect of the feat. In addition, when you wield an Aldori dueling sword with two hands, you deal +1d4 points of extra damage with each hit (even attacks of opportunity) and gain a +2 shield bonus to your AC. These latter bonuses stack with those gained from Weapon Focus and Weapon Specialization. Creatures immune to critical hits and sneak attacks are also immune to the extra damage your Aldori dueling style deals.

wide variety of goods, from Numarian skymetal to Osiriani relics.

Skywatch: High in the mountains along the eastern border of Brevoy is the city of Skywatch. This city is built around a massive observatory that predates any known settlement in the region. Despite its age, the observatory is perfectly preserved and maintained by powerful magic. Exactly who built the observatory, and why, is unknown, although the building is clearly meant to accommodate beings much larger than humans.

In the early days of Issia, the Surtovas established a small outpost adjacent to the observatory to study it. The Aldori captured and fortified this outpost during one of the long wars between Issia and Rostland. After Choral conquered the rest of Rostland, Skywatch remained the seat of independent Aldori power for a few years, before the conqueror and his dragons burned the fortress to the ground. After razing the fortress, Choral took a great deal of interest in the observatory and began a massive project to unearth and restore it. House Rogarvia continued his work, and the current city of Skywatch was built to serve this project. Despite the scale of the project, its exact goals and much of the work remain shrouded in secrecy.

On the day the Rogarvias disappeared, Skywatch sealed itself off completely from the outside world, refusing to allow anyone—even supply caravans—into or out of the settlement. So far, no message sent to Skywatch has received a reply, and divination magic cannot penetrate its ancient walls.



Brevoy

Be it known that, as it has been seven months to the day since the disappearance of King Urzen Rogarvia and his heirs and kin, and furthermore that no true bearer of the blood and rights of Choral the Conqueror has been found in all the land, for the good of the Nation of Brevoy and its people it is so declared that Lord Noleski Surtova, right wise Regent of the Dragonscale Throne, by virtue of descent from the line of Nikos Surtova and Myrna Rogarvia, daughter of Choral the Conqueror, shall henceforth be honored as King of All Brevoy, in the Name of Choral, Lord of Issia and Prince of Rostland, Suzerain of New Stetven, Overlord of Restov, and Defender of the Lake of Mists and Veils. His heirs shall follow him in the rights to these titles, unto the ages.

So witnessed and sealed on this 21st Day of Ruthora, in the Year 4699, Absalom Reckoning.

—Public declaration of King Noleski's ascent to the Dragonscale Throne

In the far northern reaches toward the Crown of the World, the land and its people become harsh and unforgiving. Winters are long and deadly here, forcing common folk to scratch out a sustainable existence from near-frozen soil during an all-too-short spring and summer. All the while, the lords of the land plot in their keeps and strongholds, jealously eyeing their neighbors' domains. For centuries, the firm and forceful hand of Choral the Conqueror's lineage has held these nobles in check, but in 4699 AR, the royal house of Brevoy vanished, leaving the kingdom in turmoil. House Surtova took the contested crown, yet not all of Brevoy agreed that the new king had the right to rule. In the decade that followed, noble ambitions burned hotter even than the hearth fires working to drive away the chill of winter, and now all of Brevoy lies on the edge of civil war.

HISTORY

The history of Brevoy is actually the history of two lands, Issia and Rostland, united into one by force.

Issia, the northern half of the nation, has been sparsely settled for centuries. Numerous small villages cluster on the southern shore of the Lake of Mists and Veils and in the foothills of the mountains to the east. With the land too rocky and cold elsewhere for proper farming, the people of Issia survived on a combination of fishing and raiding—the most successful tribes even venturing across the great lake to sack settlements along its western or northern shores.

Rostland, south of Lake Reykal and the Gronzi Forest, is quite different than Issia—a vast stretch of rolling hills and grasslands fed by the East Sellen River and its tributaries. Taldan colonists settled this area centuries ago under the leadership of Baron Sirian First, who became Sirian Aldori, first of the Aldori swordlords.

CHORAL THE CONQUEROR

In 4499 AR, the Iobarian warlord Choral Rogarvia, known as “the Conqueror,” crossed the Lake of Mists and Veils with a considerable force under his command. Lord Nikos Surtova of Issia met with the Conqueror on the shores of the lake under a flag of truce, and there the two men worked out an agreement whereby Issia would surrender its land and people to the Conqueror but the Surtovas would retain their power and wealth, serving the new ruler as stewards and duly sworn vassal lords.

The Aldori swordlords of Rostland, with their history of resisting bandit raiders, were not so willing to bend their knees to a foreign conqueror. They immediately rallied for war and secured their strongholds south of Lake Reykal. Yet the fractious swordlords were no match for the discipline and tactics of Choral's forces. By the time the survivors of the war against the Conqueror were able to unite in a last

assault, they believed they had cornered part of Choral's force in a narrow mountain valley. When the swordlords entered, the Conqueror unleashed his greatest weapon—a pair of red dragons. The devastation inflicted by these monsters upon the swordlords was the final blow, and with this fiery defeat Rostland pledged itself to Choral the Conqueror as a way to save its traditions from eradication.

THE VANISHING

The Conqueror sat only briefly on the Dragonscale Throne of the new nation he forged, soon leaving his family to rule in his name. For two centuries, the Rogarvias held the Ruby Fortress and ruled from New Stetven, pacifying minor uprisings and rebellions, and working to weld two disparate lands into one. Under Rogarvian rule, the nation came to be known as Brevoy and grew into a significant northern power. Yet even the greatest of dynasties do not last forever.

In the middle of winter in early 4699 AR, every member of House Rogarvia vanished without a trace. Rumors flew of palace coups and sinister plots, but it quickly became clear that what had occurred was something altogether stranger than a mere rebellion. There was no evidence of foul play or struggle within the royal palace, nor in any of the noble villas owned by the Rogarvias throughout the land—the nobles were simply gone, leaving empty manors scattered across Brevoy. A brief period of chaos and panic followed, but by the end of the year, the Surtovas had made their move. Citing their age-old ties with the Conqueror's line, they were quick to seize power in New Stetven and extend their reach across Brevoy. With all of Issia seemingly backing the move, Rostland (whose standing army and defenses had increasingly shifted north during Rogarvian rule) had little choice but to bend its knee again. Today, King Noleski Surtova holds the Ruby Fortress and the Dragonscale Throne, yet it remains to be seen how long he can maintain this rule over a kingdom growing increasingly fractious.

GEOGRAPHY

Brevoy is divided into two lands historically, culturally, and geographically. The vast Lake of Mists and Veils forms the northern border of Brevoy, bound in ice during the winter months, the domain of fishing vessels, merchant ships, and the pirates who prey upon them the rest of the year. The Awzera and East Sellen Rivers, along with the dark depths of the Gronzi Forest, divide the nation into north and south. The Golushkin Mountains south of Port Ice mark the western border, while the Icerime Peaks to the east form a barrier with the old lands of Iobaria beyond.

The northern half of Brevoy, Issia, is a broken expanse of rugged, rocky hills stretching between the bordering mountain ranges of the Icerime Peaks and the Golushkin Mountains, with the lone peak of Mount Veshka rising in its midst. Small, windswept scrub and spiky grasses are

Brevoy at a Glance

Brevoy's government is a hereditary monarchy ruled by a king, although many (particularly those dwelling in the southern region known as Rostland) privately contest the current king's right to rule.

Terrain: Mountainous and rocky plains to the north, rolling hills and grasslands to the south, with a large region of forest in the east. Brevoy's highest point is Mount Veshka in the north-central area of the nation. Its lowlands are centered on Lake Reykal in the south-central region.

Capital: New Stetven (population 32,850)

Notable Settlements: Grayhaven (population 5,880), Port Ice (population 13,260), Restov (population 18,670), Skywatch (population 6,590)

Ruler: King Noleski Surtova

Languages: Common, Hallit, Skald, Varisian, Draconic

Religions: Abadar, Erastil (rare), Gorum, Lamashtu (outlawed), Pharasma

Imports: Spices, cloth, exotic curiosities

Exports: Grains, fish and shellfish, timber, iron, copper, fur, salt, liquor

all that grow in the rocky soil, save for in small, painstakingly tended plots and in some of the more fertile areas long the lakeshore (which must deal instead with storm surges, floods, and other hazards of equal concern). The mountains offer plentiful stone for quarrying and building, and occasional veins of metals and precious stones for mining, although the locals are generally poor at mining.

Compared to the land north of Lake Reykal, Rostland is a gentle and fertile place of grassy plains and rolling hills. Watered by the lake and rivers, Rostland's soil is better suited for farming, and the mountains and forest help to blunt the worst of the storms that roll down off of the Lake of Mists and Veils. Still, Rostland is known for its chill winters and its long, slow, and muddy spring season. Rostland is relatively poor in minerals, so most construction is of wood, supplemented by local fieldstone. A few great structures, like the Ruby Fortress or the Bulwark of Gorum in New Stetven, are built with

imported stone, but otherwise even the great manor houses are built mainly of wood.

CULTURE

"The dragon has two heads," goes the Brevic saying. Some see it as a reference to the dual nature of the nation's culture—Issian and Rostlandic—others to the division between the ambitious nobility and the often grasping priesthood, or between the noble houses and the self-proclaimed swordlords, all with the common people caught in the middle.

THE LORDS OF THE LAND

Apart from the king and royal family, the highest ranking nobles in Brevoy are its lords—the heads of the noble houses. The lords of Brevoy are male; eldest sons inherit their father's estate and titles. Younger sons often receive some provision, but it need not be much under the law. Women exert influence through their husbands or sons, and may even rule as regents for sons who have not yet reached the age of majority (15 winters). Lords tend to have many children as a result, at least to secure a male "heir and a spare." This leads to various cadet branches and lines of houses, as well as alliances by marriage, such that in the past 200 years the seven major noble houses have become both more closely related and more widespread. There is an ever-greater demand for land and titles, and more young, disaffected nobility looking to make a mark in the world.

GOLD, RED, AND BLACK

Although Brevans make it a point to honor all gods, three hold particular prominence among these hardy folk. Although worship of Erastil is not uncommon in far-flung rural areas, and cults of Lamashtu have a tenacious ability to endure all manner of cleansing crusade, the following three religions have the greatest influence over life in Brevoy.

Abadar: The Master of the First Vault is the unifying religious power in Brevoy, favored of the



merchant and tradesman class, as well as those nobles more interested in prosperity through trade and the rule of law than the iron fist of battle. Temples of Abadar are places of judgment and trade, and the bearers of his golden key are often invested as neutral judges or arbiters.

Gorum: Our Lord in Iron speaks to the needs and interests of the nobility of Brevoy: strength through force of arms and prowess in battle. The household priests of the great keeps and strongholds of the land are iron-clad followers of Gorum, wearing their red tabards and swinging iron censers heavy with pungent incense.

Pharasma: Our Lady of Gentle Repose is the divinity of the common people of Brevoy, more concerned with cultivation, birthing, and harvesting than wealth, and less involved in the outcome of battles than in the repercussions of the corpse-strewn fields they leave behind. Inhabitants of scattered villages are far more acquainted with the local bone-thrower, midwife, and black-clad mortician-monk than they are with the splendid clerics of Abadar or Gorum.

THE SALT OF THE EARTH

The vast majority of the Brevic people are simple peasants, primarily farmers and craftspeople who owe their fealty (and their taxes) to one lord or another. A Brevic peasant's life is largely the same throughout Brevoy—up with the sun in the short spring and summer months to tend the fields in Rostland or fish and mine in Issia, with household chores filling the rest of the day. In the long, dark winter months there is no shortage of mending, brewing, carving, and cleaning. Men may visit the local tavern or taphouse in the evening, and such places host dances or revels perhaps two or three times a season. The wise man attends to his own house and avoids the attention of noble and priest alike, praying to all their gods simply for decent weather, good crops, a healthy family, and the peace with which to enjoy them.

POLITICS

Seven great noble houses dominate the political landscape of Brevoy, most dating back to before the arrival of the Conqueror, when they existed as powerful tribes of raiders and barbarians. Choral apportioned lands and titles to those lords willing to pledge fealty to him, reordering the houses into their modern forms. The past two centuries, coupled with various marriages of alliance, have shifted and expanded the influence of the noble houses, extending well south of the rivers and Lake Reykal.

House Garess: The valleys and lowlands of the Golushkin Mountains are the domain of House Garess, founded on both the defensibility of the mountain terrain and the mineral wealth the house has brought out of the peaks for generations. House Garess once had a profitable alliance with a clan of dwarves living in the Golushkin Mountains,

Brevic Wisdom

The people of Brevoy are known for their somewhat pessimistic (they would say “realistic”) view of life, summed up in the many expressions on the lips of every farmer, trader, traveler, and tavern regular. Common Brevic sayings include:

“When the wolf shows you his teeth, he’s not smiling.”

“Riders at night carry no glad tidings.”

“Winter always follows spring.”

“As the stars see me” (a common oath asserting the truth) and “The stars see all.”

“The dragon has two heads” (referring to both the crest of the Conqueror and the duplicity of the nobility).

“The temple is close, but the night is cold. The tavern is far, but I have a cloak.”

“Fire is everyone’s ally, but no one’s friend.”

“Pharasma makes cradles for us all.”

“No man dies wishing he had worked more.”

serving as brokers of a sort for the ores, metals, and worked goods the Golushkin dwarves produced. **Lord Howlan Garess** (LN male human aristocrat 5/expert 2) even took **Toval Golka** (N male dwarf aristocrat 2/expert 4), the son of the clan-chief of the dwarf hold, as his ward (some say more as a hostage than a guest in Grayhaven Castle). This proved fortunate for young Toval, as Grayhaven lost all contact with the dwarf hold of Golushkin during the same winter as the Vanishing. With his own son Bren lost inside the mountains, Lord Howlan, a widower with no other children, has named Toval his adoptive heir. This has earned the dwarf, now a skilled young warrior in his own right, few friends in Grayhaven.

House Garess’s crest is a snow-capped mountain peak in gray against a dark blue field like the sky, with a silvery crescent moon in the upper right corner and a black hammer across the base of the peak, head toward the left. Its motto is “Strong as the Mountains.”

House Lebeda: The Lebedas of Lake Reykal are known as the most “Rostlandic” of Brevoy’s noble houses, having inherited a good deal of Taldan blood and tradition, including a fondness for sword fighting and an appreciation of the finer things. Their family seat of Silverhall is one of the grandest castles in Brevoy, its spires rising above the shores of Lake Reykal. The Lebedas earn and maintain their fortune as merchants and brokers between the northern and southern reaches of Brevoy, and control much of the shipping across the lake. **Dame Sarrona Lebeda** (N female human aristocrat 11) has ruled the house as regent since the death of her husband, but their son **Lander** (LN male human aristocrat 2/warrior 1) is approaching his majority, when he will become lord

of the house. His older sister **Elanna** (NG female human aristocrat 4) spends a great deal of time representing their house in New Stetven, and rumors claim the Lebedas are looking to arrange a marriage between her and Noleski Surtova. Naturally, Natala Surtova hates the young and charming Elanna Lebeda with a passion.

House Lebeda's crest is a white swan, serenely sailing across a blue expanse, with the sun on the horizon behind it. Whether the sun is said to be rising or setting depends on the house's fortunes, but the Lebedas' sun appears ascendant at the moment. Its motto is "Success through Grace."

House Lodovka: Whereas House Surtova slowly changed their waterborne ways to focus on their lands and political affairs in Brevo, House Lodovka has remained strongly interested in maritime affairs. They have steadily grown their fleet of ships in the Lake of Mists and Veils and their influence along their lakeshore lands and the trade routes crossing the waters. House Lodovka claims comparatively little land in the northernmost areas of Brevo, and much of the land they hold is unsuitable for farming, but the house has many vessels hauling catches of fish and freshwater crabs from the Lake. **Lord Kozek Lodovka** (CG male human aristocrat 2/expert 3/warrior 2) is at heart a cunning old pirate with a love of the water, looking to do right by his house, his family, and his people.

House Lodovka's crest is a green-shelled crab climbing from the blue waters toward the gray band of shore surmounted by a gray tower-keep in the center, against a backdrop of black. Their house motto is "The Waters, Our Fields."

House Medvyed: The easternmost house, Medvyed claims lands nestled against the Icerime Peaks and the Gronzi Forest, and rules them from the fortress of Stoneclimb in the lower peaks. They are a hardy folk, raisers of mountain goats and sheep, hunters in the Gronzi Forest, and cultivators of what good land can be found on the edges of their harsh territory. The Medvyeds and their people hearken back to the "Old Ways" of worshiping nature in its myriad forms. Isolated forest and mountain shrines to Old Deadeye (and, it is rumored, Lamashtu) are more common than temples of Abadar or Gorum. **Lord Gurev Medvyed** (NG male human aristocrat 1/warrior 5) loves to

hunt, ride, and feast with his men, and dotes on his wife and children.

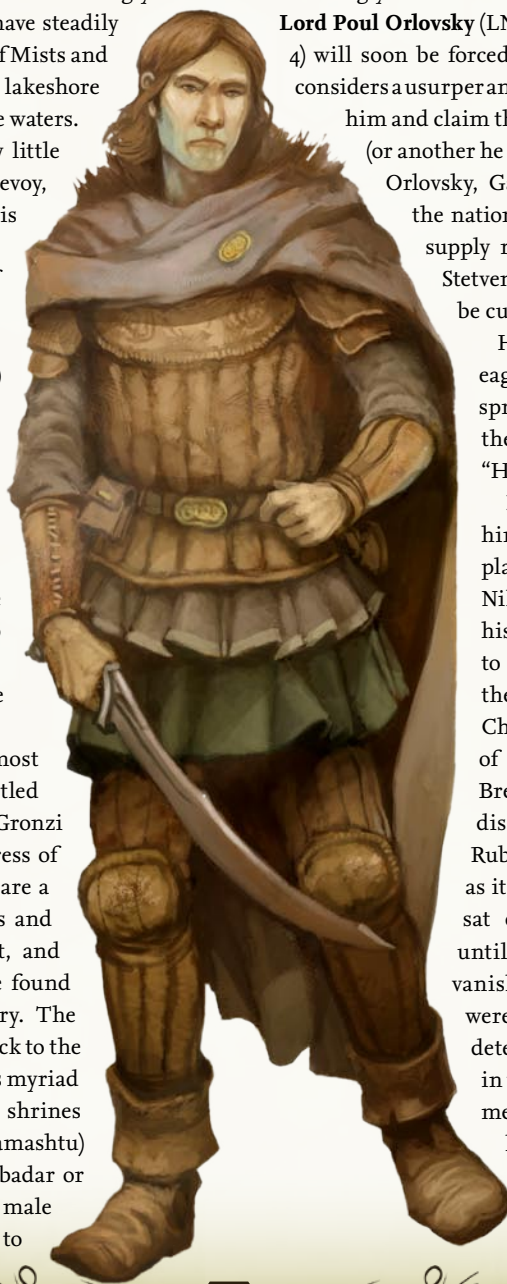
House Medvyed's crest is a black bear, rampant against a red field, with a spread of black antlers above the bear's head. Its motto is "Endurance Overcomes All."

House Orlovsky: From Eagle's Watch on the slopes of Mt. Veshka, House Orlovsky seeks to remain above the conflicts in Brevo, both figuratively and literally. Unfortunately, the house's role as a staunch ally of the Rogarvias has placed it in an awkward position under the current regime. Thus far, House Orlovsky has refused to acknowledge Noleski Surtova as anything other than Lord Regent in the absence of King Urzen or a true Rogarvian heir, but it is becoming increasingly clear which way the political winds are shifting.

Lord Poul Orlovsky (LN male human aristocrat 4/warrior 4) will soon be forced to either declare for the man he considers a usurper and opportunist, or seek to overthrow him and claim the Dragonscale Throne for himself (or another he finds worthy). An alliance between Orlovsky, Garess, and Medvyed could divide the nation, and cut the Surtovas' travel and supply routes between Port Ice and New Stetven, but any such arrangement must be cultivated discreetly.

House Orlovsky's crest is a black eagle against a gold field, wings spread, feathers almost touching at the point of the base. Its motto is "High Above."

House Rogarvia: Looking to secure himself and his progeny as high a place in the new order as he could, Nikos Surtova offered the hand of his daughter, Myrna, in marriage to Choral, binding the house of the Conqueror with his own. Since Choral's final victory in the Valley of Fire, House Rogarvia has ruled Brevo, until the recent mysterious disappearance. The house built the Ruby Fortress in the city of New Stetven as its stronghold, and Urzen Rogarvia sat on the Dragonscale Throne up until 4699, when the entire family vanished overnight. The Rogarvias were well known as ruthless rulers, determined to hold Brevo together in the Conqueror's name by whatever means necessary. Still, while their loss was not overly mourned, the stability they represented has been. Loyalists have continued to call for investigation into the



Vanishing and make much of the fact that their rule lasted precisely 200 years, but it has become increasingly clear that House Rogarvia will not return soon, if ever.

House Rogarvia's crest is a two-headed red dragon, one head breathing flames, the other bearing an unsheathed sword, representing Choral's legendary conquest, against a quartered field in white and gold. Its motto is "With Sword and Flame."

House Surtova: The most influential house in Brevoy, House Surtova, is also the oldest, established in Issia centuries before Choral's arrival. The Surtovas were infamous pirates and raiders in those early days, and with the Conquerer's coming were able to parley captured wealth into lands and titles. What started out as a defensible fortress became Port Ice, a settlement that has been the seat of Surtova power for generations. Nikos Surtova's alliance with Choral secured House Surtova's place at the right hand of the ruling house, and allowed them to move quickly into place after the Vanishing. The Surtovas established a "regency" in the absence of King Urzen, which has quickly become the de facto succession to the crown. **King Noleski Surtova** (N male human aristocrat 5/warrior 3) sits upon the Dragonscale Throne, while his sister **Natala Surtova** (LE female human aristocrat 6) reigns as unofficial "queen," as her brother is as yet unmarried. Rumors say Natala enjoys her role (and her influence over her brother) far too much to embrace the idea of a proper sister-in-law. Still, there is considerable pressure for Noleski to choose a bride and produce heirs for his new dynasty.

The Surtova crest is a gray ship against a field of blue below and black above, the upper shield spangled with silver stars. Its motto is "Ours Is the Right."

THE ALDORI SWORDLORDS

Bandits from the River Kingdoms and Issia nearly spelled the end of the Taldan colony of Rostland in its early years. Sirian First's reputation as a duelist drew the attention of a bandit chieftain, who offered the baron a wager: half his fortune against the bandit leader's head, if he could best him in a duel. Baron First accepted, and lost. He paid his due and disappeared, too ashamed to show his face any longer, most assumed. Yet Sirian returned years later as Baron Aldori and, in a highly-publicized "rematch," defeated his foe in seconds and reestablished his rule in Rostland. Baron Aldori then issued his own wager: 100,000 gold pieces to anyone able to best him in a duel of blades. Thousands flocked to Rostland to answer this challenge, and the "Sword Baron" defeated them all. He founded the Aldori school of sword fighting, and established the influence of the Aldori swordlords over Rostland for centuries.

With the change in regime, many swordlords fled Brevoy to other realms, such as the River Kingdom of Mivon. A few became sell-swords, prostituting the arts of

the Aldori School for the coin needed to buy them food and shelter. The rest primarily settled in or near the free city of Restov.

LOCATIONS IN BREVOY

Brevoy is a place where you can travel for days between small villages, to say nothing of the long journey between larger strongholds of civilization. These places tend to huddle in the shadows of the mountains, and along the shores of the rivers and lakes, leaving the lands between dotted with small settlements making their way as best they can.

THE GOLUSHKIN MOUNTAINS

The Golushkin Mountains are home to Issia's greatest concentration of natural resources, as the peaks sit upon deep veins of iron, nickel, copper, silver, and tin, along with some other useful or precious ores. Humans like the Surtovas showed little interest in mining these riches, particularly since the Golka clan of dwarves were already doing so. House Garess established trade with the mountain dwarves, building a reputation on metalworks and a stronghold in the defensible mountain lands.

THE GRONZI FOREST

The dark expanse of the Gronzi Forest is simply "the Forest" to the people of Brevoy. It extends from the highlands of the Icerime Peaks to the shores of Lake Reykal, forming part of the old border between Issia and Rostland. Although technically the forest belongs to the Brevic crown, hunting and even woodcutting is largely unregulated around its outskirts, particularly in the western reaches. The stretch of forest nearest New Stetven was largely cleared generations ago for the wood to rebuild and maintain the city, and Brevic woodcutters must delve deeper each year to meet their needs.

Although there are many tales of the hazards of the deep forest, the most recent stories are of human origin. A mysterious bandit chief known as **Duma the Sly** (CG male human ranger 5) has led raids on merchants, travelers, and tax-collectors near the bounds of the forest. He and his band are known for their ability to strike without warning and vanish just as quickly into the greenery. Duma is no friend of King Noleski Surtova, but the common folk love him for his generosity, and therefore aid him in evading royal sanction. Tales claim Duma is everything from the son of a wronged Aldori nobleman, a fey-blooded trickster, or the lost Rogarvian heir.

THE ICERIME PEAKS

The Icerime Peaks wall off most of Brevoy from the former lands of Iobaria to the west. Their heights are perpetually covered in ice, even in the summer months, when cold rivers tumble and cascade down their sides, forming



towering waterfalls and clear mountain lakes. The late spring thaws open what passes there are through the mountains, although few make use of them.

Skywatch is by no means the only ancient site in the Icerime Peaks. Tales tell of half-buried entrances to mountain dungeons, some of them outposts of old Iobaria, others even older. Some of the ruins are said to be haunted by the chill shades of soldiers or miners who perished there, still guarding whatever treasures they found in life.

THE LAKE OF MISTS AND VEILS

The people of Brevoy know the vast Lake of Mists and Veils simply as “the Lake,” and it defines the northern border of the land as well as dominates Brevoy’s seasons and weather. In the winter, the fiercest storms howl down from the foggy waters, driven between the mountain peaks to pour freezing rain, sharp hail, and heavy snow drifts upon Issia, slowed only slightly by the forest and the hills around Rostland, before exhausting their fury on the southern hills and plains. The lake gets its name from its tendency to warm enough in the peak months of summer so that when the first chill of winter sets in, the water “steams” with heavy layers of mist at night, slowly burning off each morning.

NEW STETVEN

Choral the Conqueror established the Brevic capital of New Stetven after his successful campaign, building over the ruins of the original Taldan settlement of Stetven. It remains the center of political and economic power in the land, in spite of the recent upheavals. Of particular importance is New Stetven’s place as a trading city, carrying goods to and from Brevoy along the East Selten River and the major trade roads that meet here along the shores of Lake Reykal.

New Stetven earned the nickname “The City of Wooden Palaces” for the abundant use of timber to build everything from walls and houses to mansions and forts. Even some of the city streets are “paved” with planks laid in the near-constant mud from the snow and slush. Raised wooden sidewalks are common in the wealthier parts of the city, allowing people to walk up out of the mud as much as possible. The only great stone structures of the city are the Ruby Fortress, the seat of power to the crown of Brevoy, and the Bulwark of Gorum, Brevoy’s greatest temple to the Lord of Iron. Fire, like that which destroyed Old Stetven, remains a constant threat, and the city relies heavily on the services of volunteers aided by local spellcasters to put out the handful of fires that occur each winter.

PORT ICE

House Surtova's ancestral lands extend from Port Ice, a settlement that has shifted increasingly inland, like its masters. Although connected to the lakeshore villages by a reasonably well-maintained road, Port Ice is locked behind its walls for much of the cold winter months, visited only by sled and the occasional foolhardy traveler. The rest of the year, the city is open to stockpile all the supplies needed for the next season. The White Manor is the Surtova ancestral seat, currently in the care of King Noleski's uncle, **Domani Surtova** (N male human aristocrat 4/warrior 1).

RESTOV

Nowhere is the Rostlandic spirit more alive than in the Free City of Restov. The city owes its allegiance to the Brevic crown, and **Lord Mayor Ioseph Sellemius** (NG male human aristocrat 3/expert 2) must bend his knee before the Dragonscale Throne like any lord, but otherwise Restov belongs to no house, making it a haven for the lost glories of the Aldori swordlords and those who look back to the old days before the coming of the Conqueror. Restov is a city of both refinement and rough-and-tumble manners, as only a colony can be in fondly recalling and imitating its motherland. The gentry of Restov consider themselves sophisticates, although a Taldan visitor would consider their ways quaint, and touched with no small amount of northern barbarism. The city is a bustling trade center along the border. Restov's relative wealth supports no small number of idle and titled lordlings and merchants' sons. They frequent the various Aldori and Taldan dueling schools, as well as the alehouses, and fight each other in street corner challenges at dawn and dusk. The schools, salons, and taprooms of Restov are also hotbeds of rebellious talk against the reign of King Noleski Surtova, with young firebrands in search of a leader to rally them to the cause.

THE ROSTLAND PLAINS

The region of grassy plains and rolling hills to the east of the Sellen and south of the Gronzi Forest are the heart of Old Rostland, dotted with farming towns and villages with a mixture of Issian and Taldan heritage and manners, but with more of an emphasis on the Rostlandic descendants of the original Taldan colonists. Although close to the capital of New Stetven, the Rostland Plains harbor some simmering dissent against the crown, the man who presently wears it, and the very idea of Brevoy as a unified nation.

SKYWATCH

High in the northern Icerime Peaks is a city built around an ancient observatory discovered by the Surtovas centuries ago in the early days of Issia. In spite of its apparent age, the observatory is perfectly preserved,

The Rumor Mill

Brevic tongues wag in alehouses, temples, market squares, and "hospitality parlors" just as much as folk anywhere, and there is a great deal for the people of Brevoy to gossip and speculate about. The following are just a few of the things one might hear muttered in a conspiratorial tone over a mug or shop counter.

Blood of Dragons: There were three dragons involved in the conquest of Brevoy, not two. The two reds at the Valley of Fire were both females. But their male mate was close at hand—wearing the human guise of Choral the Conqueror. House Rogarvia carried the blood of dragons in their veins, and in the end it consumed them all.

The Conqueror's Debt: Choral the Conqueror made a pact with otherworldly forces to obtain not only his vast army, but also the aid of his red dragon allies. The disappearance of House Rogarvia is the result of Choral's debt finally coming due.

The Next Earthfall: Skywatch was built as a lookout and warning post against disasters such as the Earthfall, and the reason the Rogarvias have vanished is the observatory has detected another such imminent threat. The people of Skywatch huddle in shelter waiting for the sky to fall.

Return of the Conqueror: Choral placed the care of Brevoy in the hands of his descendants and then departed into the depths of the Gronzi Forest, promising one day to return. The Vanishing is a sign the Conqueror's return is imminent, and he wants his kin either out of the way of his armies, or just out of the way of his return to the throne.

maintained by a powerful, lingering magic. The same night House Rogarvia vanished, Skywatch sealed its gates, and the walled city has allowed no one to enter or leave since, not even couriers or supply caravans. Messages and envoys sent to Skywatch have been ignored and none are known to have left. Even divination magic cannot penetrate its walls to discover what is going on within, or even if anyone there is still alive.

THE VALLEY OF FIRE

In the southernmost Icerime Peaks lies the mountain valley where Aldori rebels fought their last battle against the forces of Choral the Conqueror. They were lured into the valley with the hope of cornering Choral, but instead found themselves in a trap when the Conqueror's red dragon allies bathed the valley in fire, wiping out the men of Rostland. To this day, the Valley of Fire is an infamous place where life refuses to return to the blackened and melted earth, said to be haunted by the tortured shades of the men who died here, seen in the night as fiery shadows with a burning hatred for the living.



Erastil

“The first gift you ever receive is your family. A man grows from the seeds his parents plant.”

—Parables of Erastil

Erastil (eh-RAS-till), also known as Old Deadeye, is an ancient deity from before the Age of Darkness, when early man began to domesticate and dominate his natural surroundings. Pastoral legends claim that Old Deadeye crafted the first bow as a gift to mortals so that they might learn to hunt and survive in the dangerous world. Though civilization has continued to advance beyond simple villages due to the influence of Abadar, Erastil remains popular in tradition, a transitional figure between the worship of the Green Faith and fully modern religions. His faith remains strongest in the northern lands, where long ago people lived simpler lives in the frontiers of civilized lands.

Erastil is primarily a nature deity focusing on the plants and animals that farmers, hunters, and ranchers deal with in their ordinary lives. He is also a god of close-knit communities and families and has a protector aspect that only surfaces when such things are threatened. Erastil is no god of crusades or heroism, and he has no grand plans to eradicate chaos and evil from the world; he simply wants people to be able to live their lives in peace without the threat of being devoured by monsters, conscripted into an army, or destroyed by world-ending magic. He is a stern patriarch whose spirit is as hard as wood, unafraid to face down a bully yet able to calm a frightened child. He teaches how to read the turning of the seasons to know when to sow and reap, how to tell when livestock are sick or gravid, how to poultice a wound and set a broken leg, how to spot a straggling sheep or signs that a dog has gone rabid. He believes that it is man's duty to help others, that cooperation leads to friendship and safety, and that if man respects the gifts of nature, she will sustain him. He loves old customs that encourage strong family bonds, no matter how quaint they are by modern standards, and enjoys hunting for sustenance but not for sport. Happy weddings and new babies make him smile. He is not one to spout philosophy and instead gives practical advice and hands-on teaching.

Old Deadeye is set in his ways and doesn't take well to those who challenge his opinions or upset how things work. He believes the strength of a man's will makes him the center of a household, and while women can be strong, they should defer to and support their husbands, as their role is to look after the house and raise strong children (consequently, there are few female priests in his church). Independent-minded women, he believes, can be disruptive to communities, and it is best to marry them off quickly so their duties as wife and mother command their attention. Children should honor their parents and know when it is time to work or time to play. He dislikes the chaos and trouble that adventurers bring, and while they may have their uses when monsters come sniffing about, it is best if adventurers take care of the problem quickly, receive a meal and a place to sleep, then move on before their wanderlust catches on in otherwise good families. His androcentric beliefs are unusual given his religion's intermediate role between the Green Faith (which is largely egalitarian) and modern faiths (which have a mix of male and female deities).

Erastil's avatar is an upright old trapper—usually of Ulfen heritage—with weathered skin, clad in well-used leathers

and carrying a simple bow. Old legends say that halflings and humans each see him as a member of their own race, even when members of both races are looking at him at the same time. When Erastil is angry or must enter battle, he has the head of an elk, but most representations show him as fully human, as common folk rely more on his hunter and farmer aspects than on his warrior aspect. In most stories, Old Deadeye's arrows never miss, and a few communities still own a spent arrow supposedly once fired by Erastil-

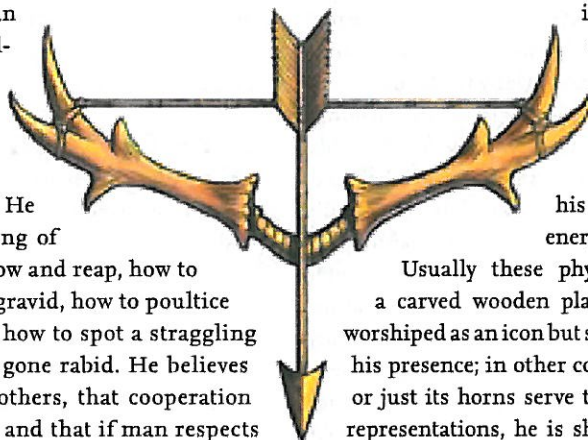
in-the-world, passed down through the generations and treasured for its connection to the god.

Depictions of Erastil in artwork are uncommon, as his followers prefer focusing their energy on more practical matters.

Usually these physical representations are just a carved wooden placard bearing his likeness, not worshiped as an icon but serving as a constant reminder of his presence; in other communities, a stuffed elk's head or just its horns serve this purpose. In more elaborate representations, he is shown fighting off wild animals or teaching men how to hunt. A few old caves dating to the Azlanti era have painted upon their walls primitive silhouettes of an elk-headed man performing similar acts.

Old Deadeye shows his approval through bountiful hunts, bumper harvests, mild weather, the appearance of straight paths, and the like, but he prefers to limit his direct intervention to helping needy people in lean times, as he does not want to encourage laziness. A hungry family might find their tiny garden provides bushels of vegetables, an old cow might start giving milk again, a weary hunter's prey might stumble or become entangled, and so on. Any hoofed animal may be a channel for his power, and elk-horns are favored by his worshipers for making simple tools, like knives or dowsing rods, because of their connection to him. Forked lighting is a sign of his presence. His anger is reserved for followers who betray his principles; he usually punishes them by changing them into something more useful to their community, such as a pig or a fruit tree. Mothers often warn lazy or misbehaving children that Erastil will transform them, and most communities have at least one small but dependable tree that local legend claims was once an especially unruly or slothful child.

Given Erastil's focus on simplicity over frivolous adornment, the formal raiment of his clerics and druids is practical, usually a leather or fur shoulder-cape branded with his symbol or affixed with a wooden badge bearing his mark. Communities led by a druid may have a ceremonial horned hat or drape made from the tanned hide of an elk's head and neck.



Among the faithful, elk iconography is common, such as a pair of antlers scratched on a door or threshold, or an actual head or horns mounted on a wall. Erastil's followers have no taboos about hunting elk, for the animals are good sources of food and leather and can thrive in most areas. Because elk shed their antlers at the start of winter, tools made from them are fairly common, and even children may own simple knives made from antlers. At birth, firstborn males are given an elk tooth, supposedly to ensure virility and a long life. In the extreme north, reindeer iconography is more common than elk, though the traditions and rituals are essentially the same.

Erastil is lawful good and his domains are farming, hunting, trade, and family. His weapon is the longbow (his clerics and druids are proficient with both the longbow and shortbow). His holy symbol is a bow made of elk antlers with an arrow nocked. His domains are Animal, Community, Good, Law, and Plant. Most of his priests are clerics, but a small minority are druids, rangers, and (most rare) paladins; a few scattered communities are served by adepts. Druids usually serve communities in places where natural hazards and the weather are their greatest threats, while paladins tend to be leaders in lands where monsters lurk. Often called Old Deadeye by his faithful, Erastil is also known as Elk Father and the Old Hunter. In the Lands of the Linnorm Kings, he is named Ullerstarl and is usually depicted on skis.

A typical worshiper of Erastil is a common farmer, rancher, village tradesman, or subsistence hunter who wants to live his life, take care of his family, and not worry about kings, wars, or monsters. He's not pretentious, and while he may be proud of his accomplishments, they're simple and easily demonstrable—a good crop, a fine piece of land, fat livestock, and a healthy wife and children. He looks after his neighbor's farm in an emergency and expects the same in return but is otherwise content to be left alone.

The church's music is simple hymns, often with a strong rhythm so they can be sung to keep time during repetitive work. Flutes, drums, horns, and other easy-to-make, easy-to-play instruments are the norm.

Erastil is very pro-marriage, seeing it as the proper way to create families and frowning on those who would bend or break the sacred bonds with adultery or divorce. The church sees marriage as a way to "tame" unruly men and women, and most villages have at least one married couple who tied the knot after being caught in an indiscretion. Widowers and widows usually remarry, especially if there are still children in the house. Most of his priests are married, though they are not required to be.

TEMPLES AND SHRINES

A temple to Old Deadeye is almost always a simple wooden building, longhouse, or even town hall that serves a rural community as a gathering place, with religion being only

one of its many uses. Sparsely decorated, such structures often contain highly functional and modular furnishings; the faithful prefer not to waste their holy area with rows of awkward, heavy pews and statues when sturdy tables and stools make the area well suited for mending tools and clothes, food preparation, and other helpful crafts. In some cases, temples of Erastil have no seating, leaving the congregation to stand. Sitting during a service, while not taboo, is looked down on for all but the elderly or infirm—and even they bring their own chairs. A shrine to Erastil is usually little more than an antler- or bow-mark carved on a tree or rock.

A PRIEST'S ROLE

Erastil's priests usually have a conventional role in a community (such as being a farmer or tradesman) in addition to their religious duties, and their priestly tasks are often secondary to the needs of their own land and families. They are often called upon to help build homes, birth children, oversee trade, and bless crops. Most of their day is spent doing mundane tasks just like any other member of the village, pausing only to speak a blessing at the dawn's breaking, but always ready to drop what they're doing and pitch in when they are needed. They are careful to put the needs of the community first, because Erastil's gifts may give them an advantage. For example, a cleric of Erastil who is a shepherd uses his skill and magic to take care of all the village's animals rather than just his own, even if that means he makes less money selling his own sheep at market; the prosperity of the community and the health of its flock is more important than his own wealth. Priests usually have ranks in Diplomacy (though Intimidate may work just as well), Heal, Knowledge (local), Knowledge (nature), and Sense Motive.

Priests bless farmland and herd animals, plan the planting and harvest, and look after injured folk and families in need. Sometimes a priest has to step in with a firm hand to deal with a rebellious or disruptive member of the community, whether that person is a frequent drunk or a child prone to screaming tantrums. Adult troublemakers who repeatedly break the community's trust are usually branded on the hand and exiled from the community—usually in the direction of a large city—to prevent more problems. If something comes along that's too much for the priest to handle, such as bandits, an orc band, or a hungry monster, it is the priest's responsibility as community leader to find someone who can deal with the problem (such as adventurers).

Adventurer priests of Erastil are rare, and overall the number of mid-level priests is lower than most other churches, to an extent that in times of great need (such as during a plague) they must rely on magic lent or donated from allied faiths. However, every few years the church

encourages young priests to travel in search of news, seeds for new crops, and useful new skills that can help their home village. Though these wanderers appear to be fish out of water, their stubborn dedication to helping those back home has guaranteed the survival of many a poor village, either by having money sent or by eradicating foul beasts that lurk in the shadows. Young adventuring priests often end up settling in remote villages saved by their heroic efforts, especially if there is no local priest. This gives the faith an opportunity to grow and establishes the bonds of a greater community outside the immediate interests of a single village—though the church prefers to focus on life in a small settlement, it sees the greater community as a kind of extended family. Because a priest usually has a leadership role in a community, the priests of Erastil prefer to take charge when part of an adventuring party, where they sometimes run into conflict with an equally headstrong member of the group.

Though druids are a minority among the clergy, all priests respect the druids for maintaining the traditions that have allowed so many to survive to the present day. They also give a nod to the rare paladins of the faith willing to take up sword and shield so the common folk can get on with their lives. Rangers rarely become leaders in the church, as their skills and magic cater less to healing and growth compared to other priests.

Erastil's church is simple and practical; most communities have only one or two priests, so complicated hierarchies are unnecessary, and priests defer to the wisdom of elder clergy. Visiting priests are shown hospitality as is appropriate for any guest, but unless the visitor is very unusual (such as the eldest priest in the country) she typically defers to the judgment of the local leaders. Priests who are part of a community are usually called Elder, regardless of their rank within the community or the church. Traveling priests not associated with a community are called Brother or Sister.

HOLY TEXT

The *Parables of Erastil* is the common text of the faith. It gives homilies on strengthening family bonds, almanac-like advice on planting, and lore about game animals and tracking. The number of chapters varies from place to place, as communities omit things irrelevant to their way of life or add fables emphasizing local events or traditions.

APHORISMS

Any folksy, rural saying is likely to spill from the mouth of one of the faithful as if it were the god's dogma. Two in particular are favorites.

Never trust a fool: Whether the fool is the village idiot trying to catch the moon with a spoon or a traveling adventurer trying to inspire the locals to rise up against



the local lord, a sensible man ignores him, as no good will come of this "work."

Nothing is more satisfying than the fruits of a day's labor: This is used to chastise lazy folk and rebuke those who wonder what's so satisfying about a simple country life. Gold and gems make a man weak; hard work in a field shows strength of body and character.

HOLIDAYS

Erastil believes extensive and complicated ceremonies take time away from necessary things like tending to crops and putting food on the table, so most religious events are short and to the point. The solstices and equinoxes are holy days for the church (the week of the vernal equinox is called Planting Week by the faithful, and Harvest Feast is the week of the autumn equinox, but even the associated rituals only take about an hour). The summer month of Erastus is named for him.

Archerfeast: This holiday on 3 Erastus is a day of food, fun, and relaxation. Villages hold archery and stone-throwing contests, ranchers rope and trade calves and lambs, and village men ask permission to marry eligible maids. Cider is served cold during the day and hot at night. At

sundown, an animal is offered to the god, and everyone in the community eats a piece to share in his blessing.

RELATIONS WITH OTHER RELIGIONS

Erastil can be gruff and reserved, but he is still on good terms with most nonevil deities of Golarion. However, he is very set in his ways and frequently dispenses "advice" about his fellow deities and how they've gone astray from the traditional values he espouses. Erastil is unusual in that he is very direct when it comes to addressing the shortcomings of other deities, and his followers have heard these criticisms through his parables and divine representatives just as they'd hear a village elder talking about troublesome members of their community.

Abadar: "He's a good boy, but he's forgotten where he came from, like a country kid who goes to the big city and gets in with all sorts of undesirable folk. There's a reason you don't see slums in villages; that's city-stink, where some folk think it's all right for someone else to suffer just so they can have an easy life. What good is wealth if it costs you your dignity, your soul?"

Aroden: "A perfectly respectable man, though a bit too interested in his own legacy and doing things the way he wanted. If he had shared his burdens with others, perhaps he could have built something even greater—and spared himself whatever trouble consumed him."

Cayden Cailean: "This boy's heart is in the right place, but to be honest, he's not thinking with his head. He's like one of those fancy adventurers who comes to town, throws a lot of money around, disrupts things, and leaves a few girls in the family way before skipping town. What he needs is a nice, determined woman to convince him to settle down—nothing like a wife and kids to tame a bachelor."

Desna: "This old gal always makes me a little sad. Desna's mistake is that behind all her color and songs she let loss harden her heart, and now she is alone, when what she really needs is the love of a husband and family to make her whole. But, given that she is what she is, I'm not surprised she chose this path—she was ancient before mankind learned to farm, and you can't teach an old dog new tricks."

Gorum: "This one is a thug, always looking for a fight instead of letting well enough alone. Everything is a challenge for him, an excuse to make noise, when the real challenge is being a provider for your family when the land is stubborn."

Gozreh: Erastil has found a balance with Gozreh and has little to say about him. In the same way only a fool expects cursing the weather to reverse his fortunes, Erastil accepts the god of nature for what he is and perseveres, expecting neither quarter nor malice from the fickle deity.



Iomedae: "Though I don't normally approve of a woman with such strange ideas, she has shouldered an enormous responsibility without complaint and her actions have saved countless lives. That doesn't mean she's not confusing—she was a mortal woman once. Has she no desire for a family? A strong-willed woman like her needs a strong man in her life to guide her and set a good example."

Irori: "The thing I respect most about this boy is his determination; he conquered every obstacle life put in his path and ended up a godling. Imagine what such an iron will could do if he brought it to bear on the needs of the community instead of being selfish with it! At least he understands the rewards of a simple life."

Sarenrae: "This woman has such fire in her, such spirit, I wonder if any man could tame her. She would surely make a fine wife and mother—and her husband wouldn't dare have a wandering eye, lest he earn her temper right quick."

Shelyn: "Such a sweet, beautiful girl, how could you not love her? She is the prettiest girl in a village, but is still dutiful enough to make sure all of her less-pretty friends find husbands before she does. Her power is what kindles love in an arranged marriage and keeps the fire hot between a husband and wife even after a long life and many children. She may follow her heart more than her head, and some village girls make that mistake, but I have to forgive her for that."

Torag: "He and the dwarves are good people who believe in strong families and strong communities. They're a little too interested in battle for my tastes, but when your early history is all about driving the filthy orcs off your lands, you can't blame them. They're good with their hands, and many of my villages prosper by trading food for dwarven tools—or dwarven warriors to keep them safe."

NEW DIVINE SPELL

Clerics, paladins, and rangers of Erastil may prepare *goodberry* as a 2nd-level spell, and druids can cast the spell on nuts or seeds as well as berries. Clerics and paladins may cast *animal messenger* as a 2nd-level spell, and all priests may use that spell on any nonhostile animal (including friendly guard animals and domesticated animals). In addition to *Deadeye's arrow* (see page 15 of *Pathfinder Chronicles: Gods and Magic*), his priests have access to the following spell.

TRACKING MARK

School evocation; **Level** druid 1, cleric 1, paladin 1, ranger 1 (Erastil)

Casting Time 1 standard action

Components S, DF

Range long (400 ft. + 40 ft./level)

Target one creature

Customized Summon List

Erastil's priests can use *summon monster* and *summon nature's ally* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster II/Summon Nature's Ally II

celestial elk (LG; see *Pathfinder* #32)

Summon Monster III/Summon Nature's Ally III

celestial dire boar (LG)

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You gain a supernatural sense about tracks and other clues left behind by the target creature. Treat all Survival DCs to track the creature as 5 lower than normal and gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it using Disguise.

PLANAR ALLIES

Most of Erastil's divine servants are animals or benign forest creatures. Some of them reside permanently on the Material Plane, patrolling frontier areas and keeping an eye out for settlers in need. A few "legendary" animals known to villages are actually Old Deadeye's minions rather than true animals, making appearances once or twice a generation to protect the community. Erastil's herald is the Grim White Stag (see page 82). The following creatures are well known supernatural servitors of Erastil, suitable for conjuring with *planar ally* or similar spells; given that most of his priests are low-level, some of these have been known to appear in response to *summon monster* or *summon nature's ally* spells as well.

Arangin: Said to be the resurrected spirit of the paladin Jaydis Von's equally heroic and storied mount, Arangin appears where servants of Erastil most need aid, carrying the lost out of labyrinthine forests and saving the wagons of desperately stuck pioneers from hidden bogs. This ruby-toned heavy horse has an Intelligence of 8 and understands Common but speaks no languages.

Blackfeather: Able to take the form of a man, an eagle, or an eagle-man hybrid, this fierce archer is a skilled marksman who only hunts for sustenance or to defend the innocent. Often he is content to perch on a rooftop, silently watching over a village when strangers appear—just in case there is trouble.

Scorchbark: Nearly crippled in a skirmish with a barbed devil, this reckless young treant now displays his burns like a badge of honor. He is obviously shaken whenever an enemy uses fire near him, but he never lets it deter him from his responsibilities.



Desna Song of the Spheres



Goddess of dreams, stars, travelers, and luck

Alignment: CG

Domains: Chaos, Good, Liberation, Luck, Travel

Favored Weapon: Starknife

Centers of Worship: Kyonin, Lands of the Linnorm Kings, Nidal, Numeria, River Kingdoms, Ustalav, Varisia

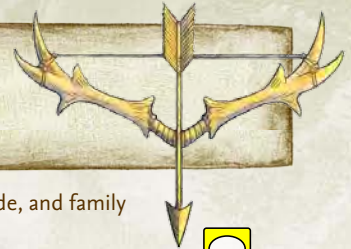
Nationality: Varisian

While the other gods created the world, legend holds that Desna was busy placing stars in the heavens above, content to allow the other deities to create a world full of wonders for her and her faithful to explore. Since that day, all those who look up to the stars find themselves wandering in the endless mysteries of the sky. Trailblazers, scouts, adventurers, and sailors praise her name, as do caravaneers and those who travel for business, and her luck makes her a favorite of gamblers and thieves. Desna often appears as a comely elven woman, clad in billowing gowns with brightly colored butterfly wings on her back. Delicate clouds of butterflies frequently accompany her image.

Wanderers at heart, the faithful of Desna travel the world in search of new experiences, while always trying to live life to its fullest. Their temples are light, open affairs, with most possessing a skylight to allow in the night sky and a significant number of astrological charts to mark important celestial events. Formal attire for most of the priesthood is a flowing white robe with black trim and a matching silken cap, although ranking members of the church add more decorative elements. Desna keeps few temples, preferring unattended shrines at crossroads and places of secluded beauty, like hilltops or peninsula points. Her temples also double as celestial observatories or at least have one room partially open to the sky, and in rural areas they often have services for travelers. Her holy text is called *The Eight Scrolls*.

Desna is one of Golarion's oldest deities, yet she has changed little since the dawn of civilization. Her worship has always been strongest in the regions known today as Varisia and Ustalav, and despite the fact that she herself does not generally appear as a Varisian, she seems to identify most strongly with these folk, perhaps as a result of their love of travel and respect for the world. Desna often shows her favor through the manifestation of butterflies, particularly bright blue swallowtails. Her priests often make it a point to master the use of her favored weapon, a throwing blade known as a starknife—the weapon has become quite popular among others as well. She is said to dwell in a palace called Cynosure, visible in the northern night sky as the star around which all other stars dance.

Erastil Old Deadeye



God of Farming, hunting, trade, and family

Alignment: LG

Domains: Animal, Community, Good, Law, Plant

Favored Weapon: Longbow

Centers of Worship: Andoran, Cheliah, Galt, Isger, Lands of the Linnorm Kings, Molthune, Nirmathas, River Kingdoms, Varisia

Nationality: Ulfen

Worship of Erastil dates back to before the Age of Darkness, when early man began to domesticate and dominate his natural surroundings. Pastoral legends claim that Old Deadeye crafted the first bow as a gift to mortals so they might learn to hunt and survive in the dangerous world. Many—if not most—of his worshipers never set foot in a city, choosing instead to live simple lives in rustic villages, lonely shacks, or quiet towns on the border of untamed land. Erastil's followers often mount about their fireplace a carved wooden placard depicting their god's image. He appears alternately as an old human trapper with bow in hand or as a tall humanoid creature with the head of an elk. These images often depict Erastil fighting off wild animals and other beasts.

Erastil's faithful are found in most small villages and towns, administering to the people less through sermons and more by deed. His clerics are often called upon to help build homes, birth children, oversee trade, and bless crops. Shrines to Erastil are almost always simple wooden buildings that serve rural communities as gathering places. Even in large cities where his faith is overshadowed by more progressive religions, his temples are usually just large houses converted for church use, offering visitors a place to pray and sleep. Given his focus on the simpler things in life, formal raiment is practical—usually a leather or fur shoulder-cape, sometimes branded with his symbol or affixed with a wooden badge bearing his mark. His book, *Parables of Erastil*, gives homilies on strengthening family bonds, almanac-like advice on planting, and lore on game animals and tracking.

Erastil manifests his approval through bountiful hunts or harvests. At other times he might appear as a magnificent stag and lead a lost hunter back home. Erastil also works through the actions of all manner of hooved mammals, particularly caribou, elk, deer, and moose. He indicates his disfavor through omens such as failed crops and broken arrows.

Traditionally a patron common in rural areas in the northern reaches of Avistan, Erastil's faith has increasingly become entangled with civilization. Conflicts over jurisdiction and representation with the church of Abadar seem, unfortunately, to be on the rise as a result.



Abadar Master of the First Vault

God of cities, wealth, merchants, and law

Alignment: LN

Domains: Earth, Law, Nobility, Protection, Travel

Favored Weapon: Light crossbow

Centers of Worship: Absalom, Andoran, Brevoyn, Cheliax, Katapesh, Molthune, Nex, Sargava, Taldor, Varisia

Nationality: Taldan



Asmodeus Prince of Darkness

God of tyranny, slavery, pride, and contracts

Alignment: LE

Domains: Evil, Fire, Law, Magic, Trickery

Favored Weapon: Mace

Centers of Worship: Cheliax, Isger, Nidal

Nationality: Devil



Abadar dwells in the perfect city of Aktun, where he watches over the First Vault. Its vast halls hold a perfect copy of every object ever made, from the flawless longsword to the faultless law. Abadar is a patient, calculating, and far-seeing deity who wishes to bring civilization to the frontiers, order to the wilds, and wealth to all who support the progression of law. His primary worshipers are judges, merchants, lawyers, and aristocrats, all of whom benefit from established laws and commerce. Those who are poor or who have been wronged also worship him, hoping he helps to reverse their ill fortune, for most mortals seek wealth and the happiness it brings. He expects his followers to abide by the laws (although not foolish, contradictory, toothless, or purposeless laws) and work to promote order and peace. Abadar is shown as a clean, well-dressed man bearing the markings of riches and civilization. From his gold breastplate to his richly embroidered cloak, everything about him is refined and cultured, and he always carries an ornate gold key.

Clerics of Abadar are an organized lot, spending much of their time helping the community thrive and grow. They care less about morals and more about helping the culture itself to continue expanding. Despite this, their efforts generally trend toward the advancement of all, such as taming the wilderness, passing laws, and eliminating disease—as all of these are helpful toward the growth of civilization. Formal garb for religious ceremonies includes white silk cloth trimmed with gold thread, a belt or necklace of gold links bearing a golden key, and a half-cloak of deep yellow or golden color. Temples are elaborate buildings with rich decorations and high, thick, stained-glass windows. These windows have small frames (to restrict access from thieves) and usually feature vivid yellow glass that casts a golden hue on everything within the church. Their holy book is Abadar's *Order of Numbers*.

Abadar is sometimes viewed as a father figure, particularly to other Taldan deities like Shelyn and Zon-Kuthon (although Zon-Kuthon no longer exhibits his true Taldan traits). He makes his will known to the faithful via sudden windfalls of cash, while those who have angered him find the opposite to be true—sudden mounting expenses leading to destitution.

Some say that when the world was forged, Asmodeus wrote the contract of creation, agreed to by the gods. His faithful believe that this contract holds the key to their lord's final victory, ushering in a new age under his infernal reign. Asmodeus believes in strict discipline, unwavering obedience, and the strong ruling the weak. He loves the art of negotiation and delights in deals that appear fair but actually give one party a disparate advantage. The Prince of Darkness expects and appreciates flattery, although he recognizes it for what it is. Frequently shown as a red-skinned human with black horns, hooves, and a pale aura of flames, Asmodeus often appears as a foil in art depicting good deities. In his temples, such roles are reversed, with the Prince of Darkness standing tall over the other deities bowing before him.

Public temples dedicated to Asmodeus thrive in Cheliax, where they often share space with the nation's bureaucracy, although secret shrines are scattered across Golarion. Asmodeus's impeccably clean and orderly clerics dress mostly in dark tones, usually black with red accents; many ceremonies use horned masks or helms. His faithful abound among slavers, bureaucrats, tyrants, and even some silver-tongued nobles. Temples built to him look and feel distinctly diabolical, but many are actually temples of other gods that were abandoned or purchased and redecorated to suit their new master, with rituals designed to blaspheme what was once practiced there. His doctrine is recorded in the *Asmodean Disciplines*, although that work is greatly simplified and relies on numerous appendices and supplementary volumes.

Asmodeus is also the most powerful of Hell's archdevils, and the only one of that realm's rulers to rightfully claim the title of deity. The eight other archdevils have long sought Asmodeus's throne, but to date, none of them have been able to displace the Prince of Darkness from his position of power. Of all the evil gods, the other deities find Asmodeus the easiest to bargain and deal with, although few are foolish enough to do so unless it is absolutely necessary. The most legendary tale of such an event was the imprisonment of Rovagug—after Sarenrae cast the Rough Beast into the Pit of Gormuz, it was Asmodeus who locked Rovagug away. He carries the key to that lock still.

Gorum

Our Lord in Iron



God of strength, battle, and weapons

Alignment: CN

Domains: Chaos, Destruction, Glory, Strength, War

Favored Weapon: Greatsword

Centers of Worship: Brevoy, Lastwall, Lands of the Lin-norm Kings, Hold of the Mammoth Lords, Nirmathas, Numeria, River Kingdoms

Nationality: Kellid

Gorum's clerics say that the Lord in Iron was forged in the first great battle between orcs and humans. When the dust from the conflict finally settled, all that was left was one suit of iron armor. From that day forward, dying warriors and victorious knights sometimes swear they see Gorum delivering their deathblow or charging alongside them. Warriors from across Avistan and beyond call out to Gorum to strengthen their blades and aid them in upcoming battles. This sometimes leads to both sides of a conflict carrying the standard of Gorum, but the Lord in Iron favors the battle itself more than either side. The Lord in Iron commonly appears as a suit of terrible spiked plate mail armor possessing a pair of fiery red eyes, with no flesh visible. His followers believe that when there are no more battles to fight, Gorum will collapse and rust away, having lost all will to continue. His faith is strongest among warrior cultures and "barbaric" folk, as he has little use for anyone unwilling or unable to take up arms for battle.

In battle and ceremony, his priests wear heavy armor modeled after their god, although the armor is always functional. Followers claim that the spirit of Gorum lives in all iron, be it armor or a weapon, and they take great care to polish and maintain the artifacts of war for fear of offending their deity. His temples are more akin to fortresses than places of worship, made to withstand any assault and stockpiled with armor, weapons, and preserved rations. He has no sacred text, but a collection of seven heroic poems called the *Gorumskagat* explains the church's creed.

Traditionally, Gorum (and by extension, his priests and followers) has little interest in the affairs of other gods. If they oppose him directly, he'll fight them—otherwise, their affairs and politics are wastes of time. Gorum is a headstrong and impatient deity, prone to impulsive and emotional outbursts. His first reaction to an unexpected situation is typically violence, and when he sees something he likes, he takes it. His priests often emulate these traits, and as a result, there are far more evil followers of Gorum than good.

Gorum shows his favor in iron weapons or armor that shed blood and filth when touched. His anger most often manifests in sudden patches of rust, often enough to completely ruin an item.

Gozreh

The Wind and the Waves



God of nature, weather, and the sea

Alignment: N

Domains: Air, Animal, Plant, Water, Weather

Favored Weapon: Trident

Centers of Worship: Sargava, Shackles, Sodden Lands, Thuvia, Varisia

Nationality: Mwangi

Sailors claim that Gozreh dwells at the horizon, where the sea meets the sky. Born of the ocean's fury and the wind's wrath, Gozreh is a fickle deity. Those who ply the waters or rely upon the rains know this better than most, and are sure to placate Gozreh and honor him when the winds and waves are favorable. Gozreh has two aspects, equally depicted in art and sculpture. When at sea, or over water, Gozreh is a woman, with wild, flowing green hair whose body transforms into endless waves. In the sky and over land, Gozreh appears as an aged man with a long white beard, emerging from a mighty storm cloud. Temples in port cities often venerate both images. His worshipers are typically sailors, naval merchants, and farmers (especially those in need of rain).

Male priests are expected to grow long beards and female priests must keep long hair; both weave dried seaweed, strands of white cloth, and other decorative items into their hair. Formal garb is long flowing robes of sea-green, storm-gray, or sky blue, offset with coral and pearl jewelry. Gozreh's temples always open to the sky above and often contain some sort of pool or open water at their heart. Travelers preparing for a long ocean journey frequently seek the council of his clerics, who also bestow an annual blessing upon farmers before the spring planting. Gozreh's *Hymns to the Wind and the Waves* is a collection of susurrant prayers and rules for personal behavior and respect for the natural world.

The majority of druids follow various philosophies, the most predominant of which is the Green Faith (see page 176), yet some druids do turn to deities for guidance and inspiration. Of these, Gozreh is easily the most common choice—his druids tend to be loners who eschew organizations, including Gozreh's own, and live lives as hermits in secluded corners of the world.

Signs of Gozreh's favor include a sudden but gentle warm breeze that carries a strong scent of flowers, the unexplained sound of waves crashing on a distant beach, and dreams of a specific, recognizable animal (such as a white wolf, a frilled lizard with glowing blue eyes, or a ghostly raven). Signs of her displeasure include being watched and shrieked at by wild birds or beasts, sudden rainstorms localized over a specific building or individual, or an unending taste of blood in the mouth.



Norgorber The Reaper of Reputation



God of greed, secrets, poison, and murder

Alignment: NE

Domains: Charm, Death, Evil, Knowledge, Trickery

Favored Weapon: Short sword

Centers of Worship: Absalom, Galt, Nex, Osirion, River Kingdoms, Shackles, Taldor, Varisia

Nationality: Taldan

Little is known of Norgorber's life in Absalom before he ascended to godhood through the Test of the *Starstone*. Members of his debased faith go to great lengths to keep this life a secret, using murder if necessary to obscure Norgorber's origins. Some believe that if the Reaper of Reputation's true nature were discovered, he would be undone. Of the known Ascended gods, he is the only evil one. Norgorber's cult splits itself into four groups, with each focusing on one of his aspects and ignoring the others. They often wear masks as a symbol of this devotion, and to keep their identities a secret (even in Absalom, where their faith is marginally allowed). Some worshipers even carry additional masks to portray different emotions or signals, holding them in front of a simplified mask they only remove in private. Despite the division in the faith, Norgorber's followers still work together in some regards, taking careful actions meant to shape the future, all according to some secret plan. Those who call him the Reaper of Reputation venerate him primarily as the god of secrets and are typically spies or politicians. Thieves' guilds often venerate him as the Gray Master, and look to his skills as a thief more than anything else. Many alchemists, herbalists, and assassins know him as Blackfingers and see his work in every poisoned meal and venomous beast. Yet his most notorious, and most dangerous cultists are the madmen, murderers, and maniacs. These cultists know him as Father Skinsaw, and believe that with every murder, the future is sculpted according to their dark god's unknowable plan.

Ceremonial colors are black and brown, and the clothes themselves usually follow current fashion so the wearer can blend in with those outside the faith. Masks are used to invoke the mysteries of the divine in Norgorber's various aspects and are quite elaborate, often with colored lenses and hinged jaws. Temples dedicated to Norgorber are often hidden in other businesses, transformed at night so the faithful can plot and pray. His clerics are master imitators, stealing others' identities and using them to cover up dark deeds. At least 17 short texts are associated with the faith, all given innocuous code names and often disguised as mundane books or encoded to prevent easy scrutiny.

Pharasma Lady of Graves



Goddess of fate, death, prophecy, and birth

Alignment: N

Domains: Death, Healing, Knowledge, Repose, Water

Favored Weapon: Dagger

Centers of Worship: Brevoy, Nex, Osirion, Shackles, Thuvia, Ustalav, Varisia

Nationality: Garundi

Sitting atop an impossibly tall spire, Pharasma's Boneyard awaits all mortals. Once there, they stand in a great line, waiting to be judged and sent to their final reward. Only the unworthy end up in her graveyard; their souls left to rot for all eternity. Legends claim that Pharasma knew the death of Aroden was fast approaching and even judged him, but did nothing to warn her followers, many of whom were driven mad by the event. Pharasma is depicted as the midwife, the mad prophet, or the reaper of the dead, depending upon her role. Pregnant women often carry small tokens of her likeness on long necklaces to protect the unborn and to grant it a good life. Her followers are midwives, expectant mothers, morticians, and (less so since Aroden's death) diviners.

Pharasma's temples are gothic cathedrals, usually located near a town's graveyard, although a single bleak stone in an empty field or graveyard can serve as a shrine. Her faithful dress in funereal clothes for religious ceremonies, always black (regardless of the local custom) and accented with silver and tiny vials of holy water. They despise the undead as abominations to the natural order. Her holy book is *The Bones Land in a Spiral*; much of it was written long ago by a prophet, and many of its predictions are so vague that there is much debate about what events they foretell or if they have already passed. Other sections were added later and deal with safe childbirth, disposal of the dead to prevent undeath, proper ways to perform auguries, and so on.

Pharasma manifests her favor through the use of scarab beetles and whippoorwills, both of which function as psychopomps and serve to guide recently departed spirits to the Boneyard. Black roses are thought to bring good luck, especially if the rose's stem sports no thorns. Pharasma will also sometimes allow the spirit of someone who died under mysterious conditions to transmit short messages to their living kin to comfort them, to expose a murderer, or even to haunt an enemy. Her displeasure is often signified by cold chills down the spine, bleeding from under the fingernails, an unexplained taste of rich soil, the discovery of a dead whippoorwill, and the feeling that something important has been forgotten.



Into the Wild

South of Rostland, the hills rise and forests bloom into a land that has long remained wild, despite numerous attempts by colonists from both north and south to claim and civilize it. Caldor made the most ambitious attempt to settle this realm, but even that great nation failed to tame the wilderness that lies in a green swath between Brevoy and the River Kingdoms proper. This region is known as the Stolen Lands, as the wilds are viewed as territory unfairly claimed (and lost) by the other. It has lain fallow for decades since the previous attempt at colonization, and some whisper that the time is ripe for another attempt.

Yet before the Stolen Lands can be claimed, they must be known. Old ruins, monuments to previous failures, dot the landscape, home now to all manner of savage humanoid tribe and ravenous glowering monstrosity. Bandits and barbarians are the closest thing to civilization an explorer can expect to encounter in these deadly but beautiful wilds.

—from Taldan historian Gustav Devarr's "Kingdoms of the Lost"

The Stolen Lands encompass an area that covers approximately 35,000 square miles—a territory about the size of the state of Maine. The map of the Stolen Lands is presented on the next two pages in a much-reduced size—this is to give you a good look at how the four main regions of the Stolen Lands connect. Each volume of the Kingmaker Adventure Path focuses on a specific region in particular, with full-page maps of those regions appearing in the appropriate volumes. These four regions are briefly summarized below.

The Greenbelt: With the tangled woodlands of the Narlmarches to the west and the rugged hills of the Kamelands to the east, the Greenbelt is a haven for bandits. The lack of dangerous inhabitants other than indigenous tribes of kobolds and mites makes this the safest of the four regions for “freelance banditry,” although recent rumors hold that a particularly powerful bandit known as the Stag Lord has risen to unite and lead the region’s brigands. To the south, tribes of trolls and more dangerous creatures provide a quite effective buffer between Brevoiy and Mivon. The Greenbelt is detailed in *Pathfinder Adventure Path* volumes #31–32.

The Nomen Heights: With a southern skyline dominated by the ragged, stony mountains known as the Tors of Levenies, the Nomen Heights are named after the aggressive tribes of Nomen Centaurs who view the eastern steppes of the region as their own. Ancient ruins dot the Tors themselves, hinting that the region may have once been the most civilized of the Stolen Lands. The Nomen Heights are detailed in *Pathfinder Adventure Path* volume #33.

The Slough: East of the Glenebon Uplands, the rugged hills and rolling grasslands soon give way to a swath of reeking swampland known as Hooktongue Slough. Inhabited by lizardfolk, boggards, and stranger beings, this region has long been a battleground between the Tiger Lord barbarians and the more monstrous tribes of the swamp. The slough is detailed in *Pathfinder Adventure Path* volume #34.

The Glenebon Uplands: The westernmost quadrant of the Stolen Lands is a contested zone between the barbarian tribes known as the Tiger Lords to the north and the bandits of Pitax to the south. Further complicating this scene is the not-insignificant presence of several powerful fey and dangerous monsters in the Branthlend Mountains and the forest of Thousand Voices. The Glenebon Uplands are detailed in *Pathfinder Adventure Path* volumes #35–36.

EXPLORING THE STOLEN LANDS

Presented on the following pages are rules for exploring, claiming, and keeping control of a large tract of wilderness. Although specialized for use in the Kingmaker Adventure Path, you can use these rules and guidelines for any exploration-themed campaign.

Exploring the Stolen Lands

Traveling (Time to cross 1 hex)

Party Speed	Plains	All Other Terrains
15 feet	11 hours	16 hours
20 feet	8 hours	12 hours
30 feet	5 hours	8 hours
40 feet	4 hours	6 hours
50 feet	3 hours	5 hours

Exploring (Time to fully explore 1 hex)

Party Speed	Plains	Forest or Hill	Mountain or Swamp
15 feet	3 days	4 days	5 days
20 feet	2 days	3 days	4 days
30 feet	1 day	2 days	3 days
40 feet	1 day	1 day	2 days
50 feet	1 day	1 day	1 day

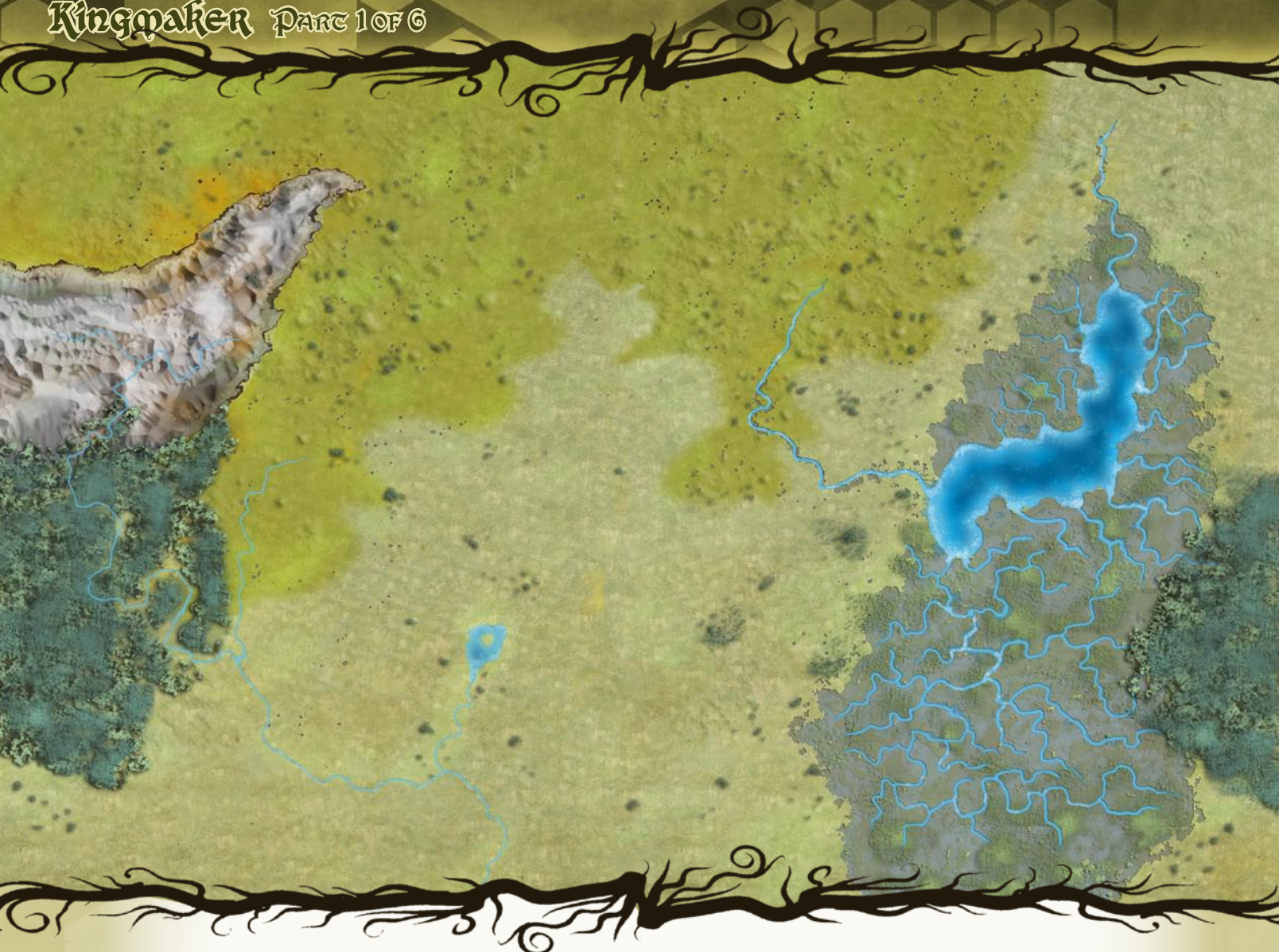
The expanse of the Stolen Lands has not, in Brevoiy’s recent memory, been accurately mapped, and part of the task set before the PCs is to rectify this gap. As they explore the region, they and their companions are expected to keep track of what they find in order to keep Brevoiy informed of strong and weak points of defense and to determine possible sites for roads, towns, and other fortifications. While the actual process of claiming resources, setting up patrols, and establishing a border for a new kingdom is detailed in *Pathfinder Adventure Path* volume #32, the preliminary stages of that process begin in this volume, with exploration. These rules and guidelines should continue to aid you as the PCs’ exploration of the Stolen Lands expands out of the Greenbelt and into the other three regions.

MOVEMENT IN THE STOLEN LANDS

Each hex on the map of the Stolen Lands is 12 miles across (between opposite corners) and covers just under 150 square miles of area. These hexes are provided not only as a way to help define the land (and eventually aid in defining the territory of the kingdom the PCs are destined to rule), but also as an aid in tracking travel through the Stolen Lands.

In Chapter 7 of the *Pathfinder RPG Core Rulebook*, Tables 7–6 and 7–8 on page 172 list how long it takes for a person to travel through various terrains. In this Adventure Path, though, characters will also be taking time to fully explore hexes on the map—doing so takes much longer than simply walking through a hex. To determine how long it takes the PCs to travel through a hex or to fully explore it, determine the group’s speed (which is set by the slowest member of the group) and consult the tables above.

For traveling, the amount of time it takes to cross one hex is listed. For exploring, the amount of time listed is to fully



investigate the hex. Until the PCs spend money to create trails and roads, all of the Stolen Lands are considered to be trackless. In some hexes, more than one terrain is present in a hex. In such cases, calculate that hex's effect on travel as if it were a hex of the dominant terrain type.

Forests: The forests of the Stolen Lands are densely vegetated, but generally crisscrossed with game trails and numerous clearings. The trees here typically consist of oaks, beech, rushleaf, and smaller scrub.

Hills: The rolling hills of the Stolen Lands are often pocked by small caves, twisting valleys, and small woodlands that crown hilltops or nestle in clefts.

Mountains: Although mountains in the Stolen Lands are relatively low in elevation (rarely rising more than 1,000 feet), they are often quite rugged and sheer, forcing travelers to follow old riverbeds, gorges, and twisting trails.

Plains: The grasslands and moors of the Stolen Lands vary from relatively open plains to swaths of tall grass that grows up to 3 feet high in places. Small copses of two to six trees are not uncommon.

Swamps: Swamps are a confounding mix of soggy ground, partially dry hummocks, tangled undergrowth, and deep pools of murky water. Travel in a straight line is impossible, requiring constant course adjustments.

Water: A river varies from 50 to 500 feet in width. Infrequent bridges and fords that allow a river to be crossed are indicated on the map where they appear, but in most cases, travel across a river requires swimming or boating. If the PCs wish to try swimming, all members of the group must make DC 15 Swim checks. If all members (and all mounts) make the check, then that particular river crossing doesn't impact travel time through the hex. Otherwise, add 1 hour to the amount of time spent traveling for each failed Swim check. Lakes are calmer than rivers and may be navigated with a DC 10 Swim check, but their larger size makes swimming across them dangerous—as a general rule, if the PCs lack boats or actual swim speeds, it's best to simply treat lakes as barriers to travel and force the travelers to circumnavigate the edges. See page 55 for a list of rivers in the Greenbelt region.



TRACKING EXPLORATION

The easiest method to track the PCs' progress as PCs travel and explore the Stolen Lands is to do so on hex paper. A sheet of blank hex paper is provided in the *Kingmaker Player's Guide*, available as a free PDF at paizo.com. As the PCs explore hexes, they should notate their progress by placing a small "X" in the hex. Tracking which hexes are fully explored is important for determining exploration rewards and establishing a nation's territory (which is detailed in *Pathfinder Adventure Path* volume #32).

REWARDS FOR EXPLORATION

With each hex of terrain fully explored, the party earns 100 experience points.

When the PCs defeat the Stag Lord and receive their first commission from Brevoyn to establish a colony in the Greenbelt, they can look to transforming explored lands into claimed territory—rules for establishing territory and keeping it are presented in the next volume of *Pathfinder Adventure Path*.

Encounter Sites

Many set encounter locations await discovery during the Kingmaker Adventure Path—each of which will be detailed in the individual adventures presented over this and the next five volumes (see page 14 for this month's). These fixed encounter locations are categorized into one of three categories: landmark, standard, and hidden.

Landmark Site: The site is a large structure or sizable city that is automatically discovered as soon as the PCs enter the hex containing the site. A landmark site can be avoided or explored according to the PCs' whims.

Standard Site: The site is not particularly obvious, and unless the PCs are traveling specifically to that site, they do not encounter the site until they explore the hex, in which case they encounter the site automatically.

Hidden Site: This is identical to a standard site, save that if the PCs don't already know about the site's location, they must make a specific skill check (the specific skill and DC required varies with the type of site) to locate it during that hex's exploration.



Of Cities and Kings

The Stolen Lands have long resisted all attempts to claim them. Taldor itself has tried, and to this day, once-proud ruins of ambitious but doomed Taldan colonies dot the wilds of these distant reaches. Others have tried as well. Bandits, adventurers, and all manner of distasteful riffraff have attempted to claim domains here, often in the name of established River Kingdoms like Pitax or Mivon, but sometimes without any external support at all. Brevoy has long dabbled with southward expansion, yet the Stolen Lands harbor many ferocious and tenacious denizens and have no shortage of monsters or mysteries to foil such attempts at colonization.

It seems obvious, therefore, that these lands will remain wild for some time to come—only a group blessed equally with tenacity, foolishness, and luck might succeed where so many before have failed to transform these regions into a new kingdom.

—from Taldan historian Gustav Devarr's *Kingdoms of the Lost*

CREATING A KINGDOM

A major part of the Kingmaker Adventure Path is the PCs' creation of a kingdom and the cities within its borders. This article presents rules for creating kingdoms and cities. Like characters, kingdoms use sheets to track their statistics. See page 59 for a blank kingdom sheet. Use the following notes to fill in a kingdom's initial values.

Alignment: A kingdom's alignment affects its statistics, so choose your kingdom's alignment carefully. Lawful kingdoms gain a +2 bonus on Economy checks. Chaotic kingdoms gain a +2 bonus on Loyalty checks. Good kingdoms gain a +2 bonus on Loyalty checks. Evil kingdoms gain a +2 bonus on Economy checks. Neutral kingdoms gain a +2 bonus on Stability checks (a truly neutral kingdom gains this bonus twice).

Size: Count the number of hexes your kingdom comprises and record that number here. This number affects a kingdom's Consumption and its Control DC.

Control DC: A kingdom's Control DC is 20 + its size; this value is the DC you'll be rolling against most often with your kingdom's Stability, Economy, and Loyalty checks.

Population: Actual population numbers do not factor into your kingdom's statistics, but it can be fun to track the number anyway. A kingdom's population is equal to its size \times 250 + the total population of each of its cities.

Stability, Economy, and Loyalty: These three values are analogous to saving throws. You make Stability checks during a kingdom's Upkeep phase to determine whether it remains secure. You make Economy checks during a kingdom's Income phase to determine how much its treasury increases. You make Loyalty checks to keep the public peace. A kingdom's initial scores in all three of these categories is 0 + the kingdom's alignment modifiers. A natural 1 is always a failure for these checks, and a natural 20 is always a success.

Unrest: A kingdom's Unrest value indicates how rebellious its people are. A kingdom's Unrest score is applied as a penalty on all Stability, Economy, and Loyalty checks. If a kingdom's Unrest is above 10, it begins to lose control of hexes it has claimed. If a kingdom's Unrest score ever reaches 20, it falls into anarchy. While in anarchy, a kingdom can take no action and treats all Stability, Economy, and Loyalty check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by the kingdom's would-be leaders—if your PCs' kingdom falls into anarchy, you can either assume the Kingmaker Adventure Path is over (as you might if all of the PCs were slain in an encounter), or you can simply let the PCs "restart" a new kingdom elsewhere in the Stolen Lands. Unrest can never go below 0—adjustments that would normally reduce Unrest lower than 0 are wasted.

Tolarion's Newest Kingdom

One thing that this campaign doesn't assume or provide is a name for the kingdom the PCs are building—its name is up to them. Therefore, in this volume of *Pathfinder Adventure Path* and the four that follow it, the kingdom is at all times referred to as the "Stolen Lands," regardless of how many or how few hexes the PCs add to their kingdom.

Note that for this Adventure Path, it's assumed that the PCs' kingdom is a monarchy, and thus its rulers are kings and queens. While one could certainly further customize and adapt these rules to allow for different types of government, such rules are beyond the scope of this Adventure Path.

Consumption: A kingdom's prosperity is measured by the Build Points (abbreviated BP) in its treasury, and its Consumption indicates how many BP it costs to keep the kingdom functioning. If a kingdom is unable to pay its Consumption, its Unrest increases by 2. A kingdom's Consumption is equal to its size plus the number of city districts it contains plus adjustments for Edicts minus 2 per farmland.

Treasury: As your kingdom earns money, favors, resources, and power, its Build Point total increases. In the Kingmaker Adventure Path, you begin with 50 BP in your kingdom's treasury (this amount is bestowed upon you by the swordlords of Restov).

Special Resources: If your kingdom includes any special resources (see below), record them here.

Leadership: Write in the names of the PCs or NPCs filling each of the 11 leadership roles here, along with their appropriate modifiers.

EDICTS

Edicts (promotions, taxes, and festivals) increase your kingdom's Stability, Economy, and Loyalty scores. Promotions can include recruitments, advertisements, and even propaganda campaigns. Taxes are payments gathered from a kingdom's citizens to help pay for Consumption. Festivals, which can also include parades and other public events, can increase the kingdom's happiness and loyalty.

SPECIAL RESOURCES

Some hexes do more than just add size to a kingdom—they also add resources and impact a kingdom's Stability, Economy, Loyalty, and other elements.

Bridge: A bridge hex negates the cost increase of building a road that crosses a river.

Building: If you establish a city in a hex at a building location, you can incorporate the building into the city as a free building—the encounter indicates what type of

Kingdom Edicts

Promotion Type	Stability Bonus	Consumption Increase
None	-1	—
Token	+1	1 BP
Standard	+2	2 BP
Aggressive	+3	4 BP
Expansionist	+4	8 BP
Taxation Level	Economy Bonus	Loyalty Penalty
None	+0	+1
Light	+1	-1
Normal	+2	-2
Heavy	+3	-4
Overwhelming	+4	-8
Festivals per Year	Loyalty Bonus	Consumption Increase
None	-1	—
1	+1	1 BP
6	+2	2 BP
12	+3	4 BP
24	+4	8 BP

building it counts as. See page 58 for a list of building types.

Cave: Caves can be used as defensive fallback points, storage, or even guard posts or prisons. A cave hex increases a kingdom's Stability by 1.

Landmarks: Landmarks are sites of great pride, mystery, and wonder. They serve well to bolster a kingdom's morale. A landmark hex increases a kingdom's Loyalty by 1.

Road: A hex with a road in it allows for much easier travel. For every four road hexes your kingdom controls, the kingdom's Economy increases by 1. For every eight road hexes your kingdom controls, its Stability increases by 1.

Ruins: A ruin can be incorporated into a city as a building—doing so halves the cost of the building, as the ruin only needs to be repaired rather than having to be built from the ground up. The encounter indicates what type of building a repaired ruin counts as. See page 58 for a list of building types.

Towns: A town consists of an established settlement—claiming a town hex is an excellent way to add a fully functional city to a kingdom. In order to claim a town hex peacefully, the annexing kingdom must make a Stability check (DC = Command DC). Failure indicates that radicals and upstarts in the town increase your kingdom's Unrest score by 2d4.

Resources: Resources include particularly valuable sources of lumber, metal, gems, food, or the like. A resource hex increases a kingdom's Economy by 1.

LEADERSHIP ROLES

A healthy kingdom has leaders filling a number of different roles. Each leader grants the kingdom different benefits; leaving a role unfilled can penalize the kingdom.

In order for a Leadership role to grant its bonus, the character in that particular role must spend at least 1 week per month engaged in various leadership duties (during which time the PCs must be located within a hex that is part of their kingdom). For this campaign, it's best to have the party pick the same week to dedicate to their administrative duties so that all of the PCs are all available for "adventuring duty" at the same time. A single character can only occupy one leadership role at a time.

RULER

The ruler is the primary leader of the kingdom. Unlike the other leadership roles, a ruler uses one of three distinct titles, depending on the current size of the kingdom. For a kingdom of size 1–20, its ruler is known as a baron or baroness. For a kingdom of size 21–80, its ruler is known as a duke or duchess. A kingdom of size 81 or higher is ruled by a king or queen.

Benefit A baron or baroness chooses one of a nation's statistics (Economy, Loyalty, or Stability) and modifies that score by a value equal to the character's Charisma modifier. A duke or duchess chooses two of these values to modify. A king or queen modifies all three values.

Vacancy Penalty A kingdom without a ruler cannot claim new hexes, create farmlands, build roads, or purchase city districts. Increase Unrest by 4 during each Upkeep phase in which the kingdom has no ruler.

Special Two characters can fill this role if they become married, in which case the two rulers can jointly command the kingdom. Both rulers apply their Charisma modifiers to the kingdom's Stability, Economy, and Loyalty checks as appropriate for their rank, and as long as one of the two rulers is present for 1 week per month, they avoid the vacancy penalty.

COUNCILOR

The councilor ensures that the will of the citizenry is represented.

Benefit Increase Loyalty by a value equal to the Councilor's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Loyalty by 2; the kingdom cannot gain benefits from festivals. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Councilor.

GENERAL

The General commands the kingdom's armies and is a public hero.

Benefit Increase Stability by a value equal to the General's Strength or Charisma modifier.

Vacancy Penalty Decrease Stability by 4.

GRAND DIPLOMAT

The Grand Diplomat oversees international relations.

Benefit Increase Stability by a value equal to the Grand Diplomat's Intelligence or Charisma modifier.

Vacancy Penalty Decrease Stability by 2; the kingdom cannot issue Promotion Edicts.

HIGH PRIEST

The high priest guides the kingdom's religious needs and growth.

Benefit Increase Stability by a value equal to the High Priest's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Stability and Loyalty by 2. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no High Priest.

MAGISTER

The Magister guides a kingdom's higher learning and magic.

Benefit Increase Economy by a value equal to the Magister's Intelligence or Charisma modifier.

Vacancy Penalty Decrease Economy by 4.

MARSHAL

The Marshal helps organize patrols and enforces justice in rural and wilderness regions.

Benefit Increase Economy by a value equal to the Marshal's Dexterity or Wisdom modifier.

Vacancy Penalty Decrease Economy by 4.

ROYAL ASSASSIN

The Royal Assassin can serve as a public executioner, a headsman, or a shadowy assassin.

Benefit Increase Loyalty by a value equal to the Royal Assassin's Strength or Dexterity modifier. Fear inspired by the Royal Assassin reduces Unrest by 1 during each Upkeep phase.

Vacancy Penalty A kingdom without a Royal Assassin suffers no vacancy penalty.

SPYMASTER

The Spymaster observes the kingdom's underworld and criminal elements and spies on other kingdoms.

Benefit Increase Loyalty, Economy, or Stability (Spymaster's choice) by a value equal to the Spymaster's Dexterity or Intelligence modifier. The Spymaster can change which value he modifies during the kingdom's Improvement phase (but only once per phase).

Vacancy Penalty Reduce Economy by 4 because of out-of-control crime. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Spymaster.

TREASURER

The Treasurer organizes tax collection, and manages the treasury.

Benefit Increase Economy by a value equal to the Treasurer's Intelligence or Wisdom modifier.

Vacancy Penalty Reduce Economy by 4; the kingdom cannot collect taxes.

WARDEN

The Warden leads the kingdom's defense and city guards.

Benefit Increase Loyalty by a value equal to the Warden's Strength or Constitution modifier.

Vacancy Penalty Reduce Loyalty by 4 and Stability by 2.

BUILDING CITIES

The greatest asset of any kingdom are its cities, for it is here that the bulk of a kingdom's citizens live, its armies train, its culture develops, and its future is forged. The rules presented here are designed to support the rules for kingdom building presented in the first portion of this article and to give players a visual representation of a city (the city grid) they helped to build up from scratch.

READING THE GRID

The city grid consists of 36 city blocks, each arranged into nine larger squares. Each block is separated by alleys, while each square is separated by streets. The nine squares themselves are in turn bordered by four sides—each side represents a border to the entire city district. A district border can represent a city wall, a river, a lake or ocean shore, a cliff, or merely the transition from one city district into another. For larger cities, you can prepare multiple districts sharing common borders.

As the PCs build structures and locations, they can place cut-out representations of their buildings into these city blocks, eventually creating a visual representation of their completed city.

PREPARING THE SITE

Once you select a location for your city (which must be in a hex you have explored and cleared), you must pay to have the site cleared and prepared to support the city's roads and buildings. The cost and time required to clear space in various terrains is detailed on the table on page 59.

Once you finish preparing the site, decide which of the district's borders are water (in the form of riverbanks, lakeshores, or seashores) or land. Record these choices at each border on your city grid. In addition, adding a city district to a kingdom increases its Consumption by 1.

THE CITY GRID IN PLAY

You can use your city grid to aid in resolving encounters or adjusting kingdom or city statistics.

Destroyed Blocks: If an event destroys one or more blocks, the devastation causes +1 Unrest per destroyed block. The cost to build the replacement structure is halved if the replacement is the same type of structure as the one that preceded the destruction.

City Grid Scale: Although combat encounters in a city should still be played out normally, you might need to determine how long it takes for someone to travel from

one location to another in the city in the case of multiple encounters. In this case, treat each city block as if it were a 750-foot square—this means that an entire city district is about 1 square mile in size.

BASE VALUE

When using these rules to build a settlement, the city's base value (see *Pathfinder RPG Core Rulebook*, pages 460–461) starts at 200 gp. It increases as you construct certain buildings, like shops and marketplaces.

BUILDING A CITY

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-block and four-block 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. It takes 1 month to construct a building, no matter what size the building is—its benefits apply immediately.

Population: A city's population is equal to the number of completed blocks within its districts \times 250. A city grid that has all 36 blocks filled with buildings has a population of 9,000.

Defensive Modifier: A city's Defensive Modifier can be increased by building certain structures (such as city walls) and has an impact on mass combat (see *Pathfinder Adventure Path* volume #35). Keep track of your city's Defensive Modifier, but until the city is attacked by an invading army (something scheduled to occur later in the *Kingmaker Adventure Path*), this value is not used.

Base Value: The base value associated with a city built in this manner is tied not to its size but rather to the number of Economy-based buildings it has. Each such building, whether it's a shop, tavern, or brothel, increases a city's base value. Any magic item equal to or lower than this base value in cost is available for purchase 75% of the time—this check may be made again every month (as new stock comes and goes). Any nonmagical item from the equipment chapter in the *Pathfinder RPG Core Rulebook* is always available if its cost is lower than the city's base value. Cities with multiple districts add the individual base values of each district together to determine the entire city's base value, with an upper limit of 16,000 gp per city.

At the GM's whim, using construction magic (such as a *lyre of building* or spells like *fabricate* or *wall of stone*) can reduce the cost of a building's BP by 2 (minimum of 0 BP). This is a one-time reduction, regardless of the amount of magic used.

Magic Item Availability: A certain number of more powerful and valuable magic items are available for

purchase in any city, although these items tend to be of a somewhat random nature as new items are found or created and enter the economy. As with base value, a community's size does not influence the number of magic items above base value that are available for purchase. Instead, these items become available as certain buildings (like academies or magic shops) are added to a city. Whenever such a building is added to a city, place an "X" in one of the boxes next to the appropriate item category to indicate that the city has gained a "slot" in that category. During every Upkeep phase, randomly roll a magic item of the appropriate category for each empty slot.

After it is generated, a magic item remains on the market until it is purchased. Alternatively, once per Income phase, a kingdom can make Economy checks to try to sell items; once the item is sold, its slot remains empty until the next Upkeep phase (see page 61).

BUILDING TYPES

Adding buildings to a city is one of the most efficient ways to enhance your kingdom's statistics, as each block of buildings added to a city in your kingdom grants a specific bonus. Page 62 presents icons for 31 one-block buildings, eight two-block buildings, and four four-block buildings. Descriptions of each of these buildings, as well as the bonuses it provides once it's added to a city, are listed below. The building's BP cost and any prerequisite buildings that must be built first are listed in parentheses after its name. The building's benefit to the city and kingdom once it is constructed is listed last in italics. If a building affects Unrest, it does so only once, when it is first constructed.

A fair amount of additional residential structures are common amid most one- and two-block structures.

Academy (52 BP): An institution of higher learning that can focus on any area of knowledge or education, including magic. *Halves cost of Caster's Tower, Library, and Magic Shop in same city; 3 minor items, 2 medium items; Economy +2, Loyalty +2.*

Alchemist (18 BP; must be adjacent to 1 house): The laboratory and home of a creator of potions, poisons, and alchemical items. *City base value +1,000 gp; 1 minor item; Economy +1.*

Arena (40 BP): A large public structure for competitions, demonstrations, team sports, or bloodsports. *Halves cost of Garrison or Theater in same city; halves Consumption increase penalty for festival edicts; Stability +4; limit one per city.*

Barracks (12 BP): A building to house city guards, militia, and military forces. *Defense Modifier +2; Unrest -1.*

Black Market (50 BP; must be adjacent to 2 houses): A number of shops with secret and usually illegal or dangerous wares. *City base value +2,000; 2 minor items, 1 medium item, 1 major item; Economy +2, Stability +1; Unrest +1.*

Brewery (6 BP): A building for beermaking, winemaking, or similar use. *Loyalty +1, Stability +1.*

Brothel (4 BP; must be adjacent to 1 house): A place to pay for companionship of any sort. *Economy +1, Loyalty +2; Unrest +1.*

Caster's Tower (30 BP): The home and laboratory for a spellcaster. 3 minor items, 2 medium items; *Economy +1, Loyalty +1.*

Castle (54 BP): The home of the city's leader or the heart of its defenses. *Halves cost of Noble Villa or Town Hall in same city; Economy +2, Loyalty +2, Stability +2; Defense Modifier +8; Unrest -4; limit one per city.*

Cathedral (58 BP): The focal point of the city's religion and spiritual leadership. *Halves cost of Temple or Academy in same city; halves Consumption increase penalty for promotion edicts; 3 minor items, 2 medium items; Loyalty +4; Unrest -4; limit one per city.*

City Wall (8 BP): City walls do not occupy a city block—rather, purchasing a city wall fortifies one of a district's four outer borders. A city wall cannot be built on a water border. *Defense Modifier +4; Unrest -2.*

Dump (4 BP): A centralized place to dispose of refuse. *Loyalty +1, Stability +1.*

Exotic Craftsman (10 BP; must be adjacent to 1 house): The workshop and home of an exotic craftsman, such as a creator of magic items, a tinker, a fireworks maker, or a glassblower. 1 minor item; *Loyalty +1, Stability +1.*

Preparing a City District Site

Terrain	Cost to Prepare	Time to Prepare
Forest	4 BP	2 months
Grassland	1 BP	Immediate*
Hills	2 BP	1 month
Mountains	12 BP	4 months
Swamp	8 BP	3 months

*Construction of buildings can be started the same month for grassland cities.

Garrison (28 BP): A large building to house armies, train guards, and recruit militia. *Halves cost of City Wall, Granary, and Jail in same city; Loyalty +2, Stability +2; Unrest -2.*

Granary (12 BP): A place to store grain and food. *Loyalty +1, Stability +1.*

Graveyard (4 BP): A plot of land to honor and bury the dead. *Economy +1, Loyalty +1.*

Guildhall (34 BP; must be adjacent to 1 house): A large building that serves as headquarters for a guild or similar organization. *City base value +1,000 gp; halves cost of Pier, Stable, and Tradesman in same city; Economy +2, Loyalty +2.*

Herbalist (10 BP; must be adjacent to 1 house): The workshop and home of a gardener, healer, poisoner, or creator of potions. 1 minor item; *Loyalty +1, Stability +1.*

PATHFINDER ROLEPLAYING GAME

KINGDOM SHEET

KINGDOM NAME _____

CAMPAIGN _____

ALIGNMENT _____

SIZE _____

CONTROL DC _____

POPULATION _____

BONUSES

PENALTIES

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

EDICTS

PROMOTION LEVEL _____
+ _____ STABILITY + _____ BP CONSUMPTION

TAXATION LEVEL _____
+ _____ ECONOMY - _____ LOYALTY

FESTIVALS PER YEAR _____
+ _____ LOYALTY + _____ BP CONSUMPTION

UNREST _____ PENALTY ON ALL CHECKS

CONSUMPTION _____ BP

SIZE _____ CITIES _____ EDICTS _____ FARMS _____ OTHER _____

TREASURY _____ BP

ONGOING EVENTS _____

LEADERSHIP

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

House (3 BP): A number of mid-sized houses for citizens. Houses serve as prerequisites for many other buildings. The first house you build during any Improvement Phase does not count against the total number of buildings you can build during the phase. *Unrest -1.*

Inn (10 BP; must be adjacent to 1 house): A place for visitors to spend the night. *City base value +500 gp; Economy +1, Loyalty +1.*

Jail (14 BP): A fortified structure for housing criminals. *Loyalty +2, Stability +2; Unrest -2.*

Library (6 BP): A large building containing books, often presided over by a sage or other scholar. *Economy +1, Loyalty +1.*

Luxury Store (28 BP; must be adjacent to 1 house): A shop that specializes in expensive wares and luxuries. *City base value +2,000 gp; 2 minor items; Economy +1.*

Magic Shop (68 BP; must be adjacent to 2 houses): A shop that specializes in magic items and spells. *City base value +2,000 gp; 4 minor items, 2 medium items, 1 major item; Economy +1.*

Mansion (10 BP): A single huge manor housing a rich family and its servants. *Stability +1.*

Market (48 BP; must be adjacent to 2 houses): An open area for mercantile pursuits, traveling merchants, and bargain

hunters. *City base value +2,000 gp; halves cost of Black Market, Inn, and Shop in same city; 2 minor items; Economy +2, Stability +2.*

Mill (6 BP; must be next to a water border): A building used to cut lumber or grind grain. *Economy +1, Stability +1.*

Monument (6 BP): A monument can be a statue of a city founder, a bell tower, a large tomb, or a public display of art. *Loyalty +3; Unrest -1.*

Noble Villa (24 BP): A sprawling manor with luxurious grounds that houses a noble. *Halves cost of Exotic Craftsman, Luxury Store, and Mansion in same city; Economy +1, Loyalty +1, Stability +1.*

Park (4 BP): A plot of land set aside for its natural beauty. *Loyalty +1; Unrest -1.*

Piers (16 BP; must be adjacent to a water border): Warehouses and workshops for docking ships and handling cargo and passengers. *City base value +1,000 gp; +1 Economy, +1 Stability.*

Shop (8 BP; must be adjacent to 1 house): A general store. *City base value +500 gp; Economy +1.*

Shrine (8 BP): A small shrine or similar holy site. *1 minor item; Loyalty +1; Unrest -1.*

Smith (6 BP): An armor smith, blacksmith, or weapon smith. *Economy +1, Stability +1.*

Stable (10 BP; must be adjacent to 1 house): A structure for housing or selling horses and other mounts. *City base value +500 gp; Economy +1, Loyalty +1.*

Tannery (6 BP; cannot be adjacent to a house): A structure that prepares hides and leather. *Economy +1, Stability +1.*

Tavern (12 BP; must be adjacent to 1 house): An eatery or drinking establishment. *City base value +500 gp; Economy +1, Loyalty +1.*

Temple (32 BP): A large place of worship dedicated to a deity. *Halves cost of Graveyard, Monument, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.*

Tenement (1 BP): A staggering number of low-rent, cheap housing units. Tenements count as houses for the purpose of fulfilling building requirements, but building too many tenements can increase a kingdom's Unrest quickly. You can build a house over an existing tenement for 2 BP. *Unrest +2.*

Theater (24 BP): A venue for providing entertainment such as plays, operas, concerts, and the like. *Halves cost of Brothel, Park, and Tavern in same city; Economy +2, Stability +2.*

Town Hall (22 BP): A public venue for town meetings and repository for town records. *Halves cost of Barracks, Dump, and Watchtower in same city; Economy +1, Loyalty +1, Stability +1.*

Tradesman (10 BP; must be adjacent to 1 house): A shopfront for a tradesman, such as a baker, butcher, candle maker, cooper, or rope maker. *City base value +500 gp; +1 Economy, +1 Stability.*



Watchtower (6 BP): A tall structure that serves as a guard post and landmark. +1 *Stability*; +2 *Defense Modifier*; *Unrest* -1.

Waterfront (90 BP; must be adjacent to a water border): A port for arrival and departure when traveling by water, facilities for building ships, and a center of commerce. City base value +4,000 gp; 3 minor items, 2 medium items, 1 major item; halves cost of *Guildhall* and *Market* in same city, halves *Loyalty* penalty for tax edicts; *Economy* +4; limit one per city.

GAINING EXPERIENCE

As their kingdom grows, the PCs gain experience points. Use the following guidelines to determine when and how much XP should be awarded. These XP awards should only be awarded the first time each event occurs.

Founding a kingdom: 2,400 XP

Establishing a capital city: 1,200 XP

Reaching a kingdom size of 5: 1,600 XP

Reaching a kingdom size of 10: 2,400 XP

Reaching a kingdom size of 25: 3,200 XP

Reaching a kingdom size of 50: 4,800 XP

Reaching a kingdom size of 75: 6,400 XP

Reaching a kingdom size of 100: 12,800 XP

Reaching a kingdom size of 150: 25,600 XP

Reaching a kingdom size of 200: 76,800 XP

Filling a square with four blocks of buildings: 1,600 XP

Filling three city squares with buildings: 4,800 XP

Filling an entire city grid with buildings: 12,800 XP

RULING A KINGDOM

Like a player character's stat block, a kingdom's stat block continues to evolve and grow as the kingdom expands, gathers more resources, purchases upgrades, and suffers defeats and setbacks. As the kingdom grows, the PCs will need to deal with a host of situations, all of which can further influence the kingdom's stat block.

A kingdom's growth occurs during four phases, which represent a month in total. When the PCs establish a kingdom, you should pick a day of each month to resolve that kingdom's growth and fortunes—it's best to set this as the last day of each month, so that any accomplishments the PCs have made during that month can impact that month's growth.

One thing to decide early on is who makes kingdom rolls. The obvious choice is for the Ruler to roll the dice, as this adds a feeling of command to that player's role. You can also assign each roll to a specific leader—for example, the Treasurer might make *Economy* checks and the Warden may wish to make all checks having to do with events under her command. Ultimately, since a kingdom is shared by all the players, it doesn't matter who makes the kingdom's *Economy*, *Loyalty*, and *Stability* checks, but assigning them can be fun nonetheless.

UPKEEP PHASE

During a kingdom's Upkeep phase, take the following actions. If your kingdom currently controls 0 hexes, skip this phase and proceed to the Improvement phase.

Step 1—Determine Kingdom Stability: Make a *Stability* check against your Command DC to determine your kingdom's level of security for the month. If you make the check, reduce your kingdom's *Unrest* by 1 (if your *Unrest* is at 0, gain 1 BP as a result of surplus goods and services). If you fail this check by 5 or more, increase *Unrest* by 2.

Step 2—Pay Consumption: Deduct your kingdom's Consumption from the kingdom's Treasury BP. If you aren't able to pay for the month's Consumption, your kingdom's BP drops into the negative. Every time you end an Upkeep phase with negative BP in your Treasury, your kingdom's *Unrest* increases by 2.

Step 3—Fill Vacant Magic Item Slots: If there are any vacant magic item slots in any cities, randomly roll new items to fill these slots.

Step 4—Unrest: If the kingdom's *Unrest* is 11 or higher, it loses one hex chosen by the kingdom's leaders. Any improvements in that hex (farmlands and roads) are lost and must be rebuilt after the hex is reclaimed. Any settlements in that hex become towns that must be annexed if they are to be reclaimed into the kingdom (see page 56). Finally, if the kingdom employs a Royal Assassin, reduce your total *Unrest* by 1 at the end of this phase.

IMPROVEMENT PHASE

During a kingdom's Improvement phase, take the following actions. The number of improvements you can make during a single phase is limited by your kingdom's size; see the Improvements per Month table for these limits.

Step 1—Select Leadership: Assign leaders to any vacant leadership roles. Leaders must be PCs or closely allied NPCs. You can change leaders as often as you want with no impact on your nation's statistics (apart from changing what bonuses apply, as the ability scores of leaders differ); reallocating roles allows you to give every player a chance to play the role of ruler if you wish.

Step 2—Claim Hexes: Each hex on the maps of the Stolen Lands measures 12 miles across, and the PCs' kingdom must be built hex by hex. To claim a hex, you must explore it and clear it of monsters or dangerous hazards; the hex must also be adjacent to a hex that is already part of the kingdom (with the exception of the first hex, which can be anywhere). At this point, you can claim the hex as part of the kingdom by spending 1 BP. Increase your kingdom's size (and thus its Consumption) by 1 for each hex you claim. You can abandon a hex to reduce your kingdom's Size. Doing so increases *Unrest* by 1 (or by 4, if the abandoned hex contained a city).

Kingmaker Part 2 of 6



Alchemist



Barracks



Black Market



Brewery



Brothel



Caster's Tower



Dump



Exotic Craftsman



Granary



Graveyard



Herbalist



House



Inn



Jail



Library



Luxury Store



Magic Shop



Mansion



Mill



Monument



Park



Academy



Pier



Shop



Shrine



Smith



Stable



Garrison



Guildhall



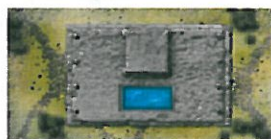
Market



Tannery



Noble Villa



Temple



Tavern



Tradesman



Theater



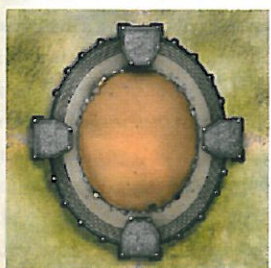
Town Hall



Tenement



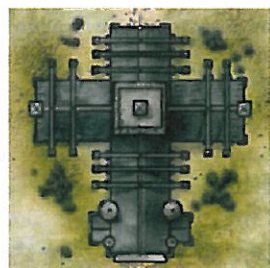
Watchtower



Arena



Castle



Cathedral



Waterfront

☐ Land ☐ Water

<input type="checkbox"/> Land <input type="checkbox"/> Water	<div style="border: 1px solid black; padding: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <div style="border: 1px dashed black; height: 140px; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background-color: #d4edda;"></div> </div> </div> <div style="width: 4%;"></div> <div style="width: 48%;"> <div style="border: 1px dashed black; height: 140px; position: relative;"> <div style="position: absolute; top: 0; left: 0; width: 100%; height: 100%; background-color: #d4edda;"></div> </div> </div> </div> </div>	<input type="checkbox"/> Land <input type="checkbox"/> Water
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☐ Land ☐ Water

City Name _____ Base Value _____ Defense _____ Population _____

ITEMS			
MINOR	MINOR	MEDIUM	MAJOR
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
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<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

Step 3—Establish and Improve Cities: Prepare land for city districts and then purchase new buildings for your kingdom's cities. The building's adjustments to your nation apply immediately. You can also destroy buildings at this time in order to clear a space to build something new; if you destroy a building, don't forget to remove its benefits from your kingdom's statistics!

Step 4—Build Roads: Roads have an immediate initial cost but over the long term can pay for the investment handsomely. It costs 1 BP to build a road though a hex. This cost increases to 2 BP in forests and to 4 BP in swamps and mountains. If the road crosses a river, a bridge must be built—this doubles the road's cost.

Step 5: Establish Farmlands: You can develop any grassland or hill hex that contains roads into farmlands to help sustain your kingdom's Consumption. It costs 2 BP to designate a grassland hex as farmland and 4 BP to designate a hill hex as farmland. You cannot build a city on a farmland hex. Every farmland hex in your kingdom reduces your Consumption by 2 BP.

Step 6: Edicts: Pick or adjust your edict levels (see page 55) as you wish.

INCOME PHASE

During a kingdom's Income phase, take the following actions.

Step 1—Deposits: You can add funds to a kingdom's treasury by donating coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1. Items that individually cost more than 4,000 gp must be sold as detailed under Step 3 below.

Step 2—Withdrawals: You can also withdraw funds from the kingdom's treasury, but doing so runs the risk of annoying the citizens. Each time you withdraw funds, the kingdom's Unrest increases by 1. In addition, you must make a Loyalty check (DC = Command DC + number of BP being withdrawn); a failure causes your kingdom to gain Unrest equal to the total BP withdrawn. Each BP withdrawn in this manner converts into 2,000 gp.

Step 3—Sell Valuable Items: You can attempt to sell items that cost more than 4,000 gp through your city's markets to bolster your kingdom's Treasury; these can be items you recover during an adventure or they can be magic items currently held by any of your cities. To sell these items, make an Economy check (DC 20 for minor items, DC 35 for moderate items, and DC 50 for major items). A failed check indicates the item doesn't sell. Success indicates that the item sells and you can increase your kingdom's treasury by 2 BP (for minor items), 8 BP (for moderate items), or 15 BP (for major items). You can make one Economy check per city district during each Income phase.

Step 4—Generate Income: Make an Economy check against your Command DC at the end of your Income phase. If you're successful, divide your result by 5 (dropping any fractions) and increase your Treasury's BP by that amount.

EVENT PHASE

During a kingdom's Event phase, roll once on the Kingdom Events table to determine if an event occurs. Adventure-specific kingdom events occur during this phase. Once you've determined what kind of event occurs (if any), simply follow the rules for each event to determine how the event impacts the PCs' kingdom or cities.

Chance of an Event: There's a 25% chance that a random event occurs during an Event phase. This chance increases to 75% if no event occurred in the previous Event phase.

KINGDOM EVENTS

Listed below are numerous events that can occur during an Event phase. Some events are listed as "continuous" events—their effects continue through every Event phase until the events are resolved by making the appropriate check during an Event phase.

Harmful events can be lessened or negated with a successful Economy, Loyalty, or Stability check, as indicated by the event. The DC of these checks is equal to the kingdom Command DC (20 + kingdom size).

Assassination Attempt: One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, you should play out the attempt, using an assassin of a CR equal to the targeted PC's level + 1. If the target is an NPC, you can simply make a Stability check to negate the attempt. If the leader is assassinated, the nation gains 1d6 Unrest points and immediately suffers the penalties for not having a leader in that role until the role is filled during a subsequent Improvement phase.

Bandit Activity (continuous): Bandits are preying upon those who travel through your kingdom. Make a Stability check. If you succeed, your kingdom's defenses stop the banditry before it causes problems. If you fail, the bandits reduce your kingdom's Treasury total by 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Disaster: A fire, storm, earthquake, flood, sabotage, or other disaster strikes! Roll 1d6—on a result of 1–5, the disaster is localized and affects only 1d4 city blocks in one city. On a 6, the disaster is widespread and affects 1d6 city blocks in each of your kingdom's cities. Make a Stability check for each affected city block—every failure results in that city block's destruction (this Stability check represents your kingdom's ability to prepare for or react to the disaster as much as it represents the structure's ability to withstand damage).

Improvements per Month

Kingdom Size	New Cities	New Buildings	Hex Claims	Roads	Farmlands
1–10	1	1	1	1	1
11–25	1	2	2	2	1
26–50	1	5	3	3	2
51–100	2	10	4	4	2
101–200	3	20	8	6	3
201+	4	No limit	12	8	4

Economic Boom: Trade is booming in your kingdom! Increase your Treasury by 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Feud: Nobles in your cities are bickering. Unless you can smooth over ruffled feathers with a Loyalty check, the feud increases Unrest by 1d6.

Food Shortage: Spoilage, treachery, or simple bad luck have resulted in a food shortage this month. If you fail a Stability check, your Consumption is doubled during the next Upkeep phase.

Food Surplus: Farmers produce an unexpected windfall! Your Consumption is halved during the next Upkeep phase.

Good Weather: Good weather raises spirits and productivity. You gain a +4 bonus on Loyalty checks until your next Event phase.

Monster Attack (continuous): A monster (or group of monsters) attacks the kingdom—pick a hex the PCs have claimed to determine which hex the monster is active in. You can determine the type of monster by rolling on a wandering monster table until you get a result of CR 7 or higher. If the PCs don't set out to defeat the monster or monsters, a Stability check removes the threat. If the monster is not defeated, Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the hex the monster dwells in becomes unclaimed at this time (this is in addition to losing control of hexes during Upkeep due to high Unrest).

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

Outstanding Success: One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings fame to your kingdom. You gain 1d6 BP and a +4 bonus on Economy checks until your next Event phase. Reduce Unrest by 2.

Plague (continuous): A deadly contagion strikes your kingdom! Choose a hex containing a city in your kingdom—this is where the plague strikes. If you control no cities, treat this as if no event had been rolled. Otherwise, make a Stability check to curtail the plague's spread. If you fail, increase Unrest by 1d6 and reduce your treasury by 1d6 BP. A plague-stricken city cannot build new structures.

Kingdom Events

d%	Event
1–3	Assassination Attempt
4–12	Bandit Activity
13–19	Disaster
20–24	Economic Boom
25–29	Feud
30–32	Food Shortage
33–39	Food Surplus
40–44	Good Weather
45–49	Monster Attack
50–54	Natural Blessing
55–61	Outstanding Success
62–64	Plague
65–67	Political Calm
68–77	Public Scandal
78–85	Sensational Crime
86–92	New Vassals
93–100	Visiting Celebrity

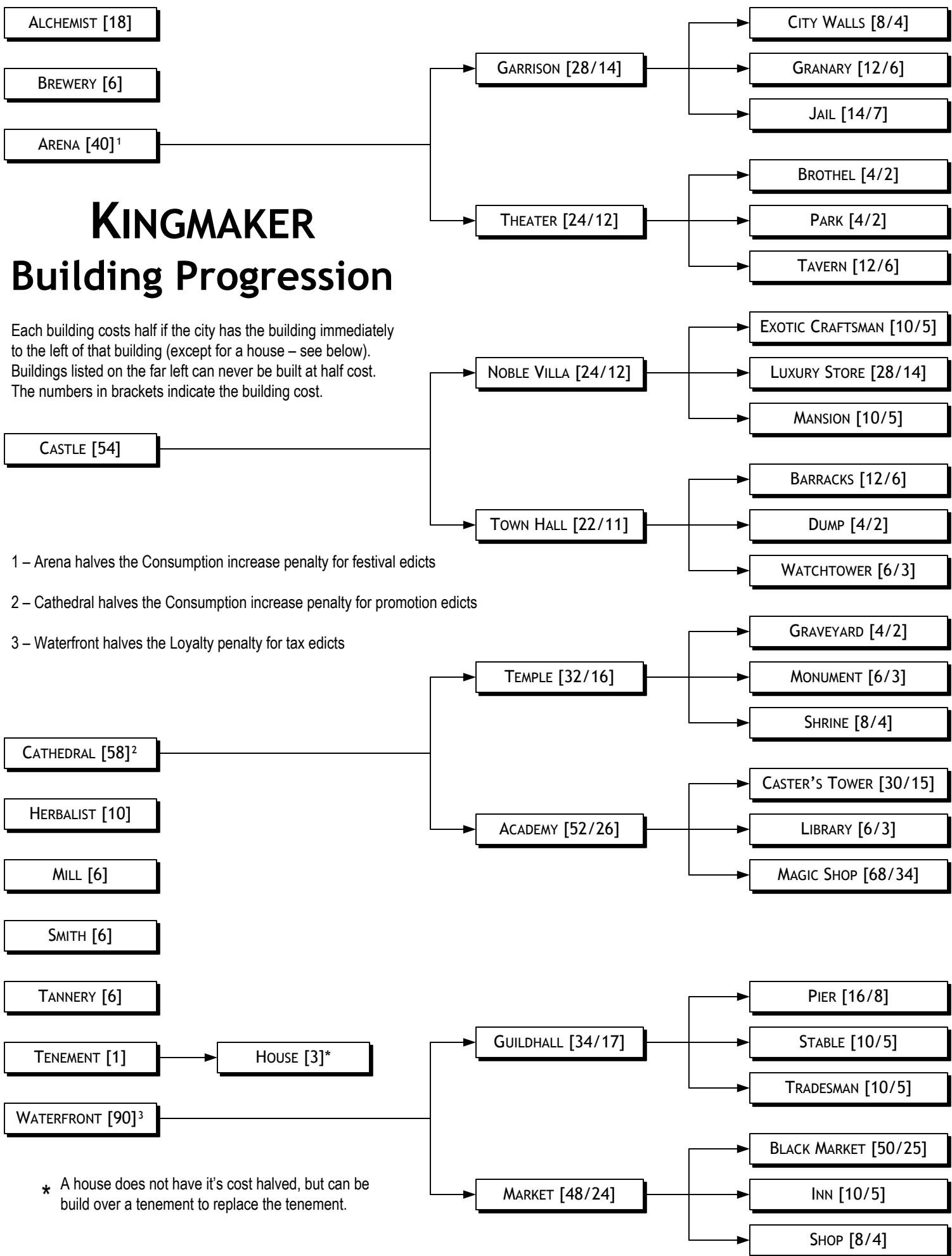
Political Calm: A sudden absence of political machinations coincides with an increase in public approval. Reduce Unrest by 6.

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

Sensational Crime (continuous): A serial killer, arsonist, flamboyant thief, or daring bandit plagues your kingdom. Make a Stability check to catch the criminal; otherwise increase Unrest by 2.

New Vassals: A small group of indigenous creatures joins your kingdom and submits to your rule. Reduce Unrest by 2 and gain 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Visiting Celebrity: A celebrity from elsewhere on Golarion visits your kingdom, causing a sudden influx of visitors and spending. Increase the Treasury by 2d6 BP (each time you roll a 6, reroll that die and add its results to the total).



The River Kingdoms



The Inner Sea Region

