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## Pathfinder kingdom building pdf

Basically a “how-to” quest for kingdom management, it'll start at the beginning of Chapter 2 and update as you reach various kingdom-related milestones. You won't really actively attempt to complete most of these objectives, as they should happen organically, as you do other, more important quests, but it's still informative to go over the objectives as they appear: Assign characters to various advisor positions. Appoint an advisor to a public post! You'll start out with five primary advisor positions when your barony is founded in Chapter 2 (although you may not have enough qualified advisors to fill them all yet). Each advisor represents a different Kingdom Stat: Regent (Community), Councilor (Loyalty), General (Military), Treasurer (Economy) and High Priest (Divine). To assign an advisor, open up your kingdom map, click on the “Advisors” tab, then click on one of the portraits to bring up a list of characters you can assign to that role. Assigned advisors will be responsible for carrying out projects and dealing with events related to their position.

Different characters are capable of serving various roles in your barony: Character Advisor Roles Amiri General Bartholomew Diplomat, Treasurer Ekdunady Minister, Warden Harrim High Priest Jaethal Curator, Minister Jhod High Priest Jubilost Minister, Treasurer Kanerath Treasurer Kassil General Kesten Warden Lander Regent Linzi Curator, Diplomat Maeger Treasurer Octavia Magister, Regent Regongor General, Warden Shandra Councilor The Storyteller Curator, Magister Tristian Councilor Tsanna Councilor, High Priest Valerie Diplomat, Regent Vordakai Magister Increase the Rank of any Barony's stat! As events and projects are successfully completed, your Kingdom Stats will improve (failure and complacency can also lead to decreases in Kingdom Stats!). Typically the advisor assigned to deal with an event will determine the outcome - if you assign your General to deal with a problem, you can expect to gain Military from it, while the Regent would gain Community. As Kingdom Stats start out at Rank 1, but every time you complete an event, you'll gain a rank. Once you reach Rank 10, you'll be able to assign advisors to deal with events. If you don't assign an advisor to deal with an event, the Kingdom Stat will still improve but will skip forward and you won't be able to engage in any other business. Once the time is up, however, that Kingdom Stat will have ranked up, increasing the advisor's proficiency at resolving events, and potentially unlocking new advisor positions. Rank up your Kingdom Stats and eventually your advisors will ask you to delegate some of your responsibilities to others. Unlock any Secondary Stat of your Barony! In addition to the five primary advisor positions, there are an additional five positions that will unlock as you rank up your Kingdom Stats: Advisor Role Kingdom Stat Governing Attribute Unlocked By Regent Community Charisma Chapter 2 Start Curator Loyalty Wisdom Chapter 2 Start General Military Strength Chapter 2 Start Treasurer Economy Intelligence Chapter 2 Start High Priest Divine Wisdom Chapter 2 Start Magister Arcane Intelligence Divine Rank IV Warden Stability Constitution Military Rank IV Curator Culture Charisma Loyalty Rank IV Minister Espionage Dexterity Relations Rank IV Grand Diplomat Charisma Rank IV Councilor Community Intelligence Rank IV Curator Culture Charisma Loyalty Rank IV Minister Espionage Dexterity Relations Rank IV in Community, Loyalty, Military and Divine Wisdom Chapter 2 Start Grand Priest Curator, Warden and Magister advisor roles. The Minister is the sole holder of advisor role in the game, requiring you to rank up in Barons (Grand Priest Rank IV). Sufficiently high, you probably will be able to assign advisors to deal with events. Rank up your Kingdom Stat until mid-way through Chapter 2 Start Magister Arcane Intelligence Chapter 2 Start Curator Culture Charisma Loyalty Rank IV in Community, Loyalty, Military and Divine Wisdom Chapter 2 Start Grand Priest Curator, Warden and Magister advisor roles. The Minister is the sole holder of advisor role in the game, requiring you to rank up in Barons (Grand Priest Rank IV). Sufficiently high, you probably will be able to assign advisors to deal with events. Rank up your Kingdom map, click on the icon for your capital, then select the "enter" option. This will bring up the building overview screen where you can place buildings. Pick the "Build" option on the upper right of the screen to expand a list of buildings that you can construct in this settlement, pick one, and place it on any open space in the grid. Occupy eight slots on the capital grid! Same as above, save you need to construct eight buildings... or rather, construct enough buildings to fill up eight building slots (some higher-level buildings require one than one open grid square). Add the Outskirts to the barony! Near the start of Chapter 2 you'll unlock the "Claim the Outskirts" project, which you can find under the "Regions" tab of your kingdom map. This will set you back 150 BP (Build Points) and take your protagonist and another advisor two weeks of time to resolve. The Outskirts will give you access to events, problems and opportunities, which you can use to gain Kingdom Stats. You can also build one settlement per region, which will allow you to build buildings that will directly boost your Kingdom Stats. You also gain a permanent boost to the amount of Build Points you accrue each week every time you claim a new region. 12(1 of 2) On your kingdom map you'll find icons indicating where you can find new settlements. On your kingdom map you'll find icons indicating where you can find new settlements. (left), Pick one such icon and you'll be prompted to name your new village.

| Kingdom Alignment        | Gerrish                                                                                                                                                                                                                                                 |        |           |                     | Campage |           |            |                    | Carlos' Kingdom |       |             |  | Current Pop<br>(4110) |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|-----------|---------------------|---------|-----------|------------|--------------------|-----------------|-------|-------------|--|-----------------------|
|                          | Level                                                                                                                                                                                                                                                   | Good   | Size      | 8                   | Level   | 28        | Population | 9500               |                 |       |             |  |                       |
| Economics                | 30                                                                                                                                                                                                                                                      | 2      | Cities    | Events              | 25      | Resources | Alignment  | Quests             | Vassals         | Other | Kingdom Age |  |                       |
| Loyalty                  | 10                                                                                                                                                                                                                                                      | 4      | -1        | -1                  | 12      | 8         |            |                    |                 | 1     | 5           |  |                       |
| Stability                | 27                                                                                                                                                                                                                                                      | 2      |           |                     | 10      | 6         |            |                    |                 | 5     | 10          |  |                       |
| Leadership               |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Role                     | Name                                                                                                                                                                                                                                                    | Issues | Attribute | PHASES TO CALCULATE |         |           |            | Ongoing Events     |                 |       |             |  |                       |
| Fluke                    | Baron Munn                                                                                                                                                                                                                                              | 6      | Economics |                     |         |           |            | Garrison           |                 |       |             |  |                       |
| Fluke                    | Vassant                                                                                                                                                                                                                                                 |        |           |                     |         |           |            | Months             |                 |       |             |  |                       |
| Commander                | Baron Laveen                                                                                                                                                                                                                                            | 2      | Loyalty   |                     |         |           |            | Treasury 28        |                 |       |             |  |                       |
| General                  | Baron Benn                                                                                                                                                                                                                                              | 4      | Stability |                     |         |           |            | Threat Increment 8 |                 |       |             |  |                       |
| Grand Captain            | Karen Green                                                                                                                                                                                                                                             | 2      | Stability |                     |         |           |            | Defense 8          |                 |       |             |  |                       |
| High Priest              | Baron Kung                                                                                                                                                                                                                                              | 4      | Stability |                     |         |           |            | Communication      |                 |       |             |  |                       |
| Magistrate               | Wolfgang                                                                                                                                                                                                                                                | 4      | Stability |                     |         |           |            | Phantom            |                 |       |             |  |                       |
| Minister                 | Martha                                                                                                                                                                                                                                                  | 4      | Stability |                     |         |           |            |                    |                 |       |             |  |                       |
| Shop Accounts            | Quik                                                                                                                                                                                                                                                    | 5      | Loyalty   |                     |         |           |            |                    |                 |       |             |  |                       |
| Supernatural             | Teshad                                                                                                                                                                                                                                                  | 6      | Economics |                     |         |           |            |                    |                 |       |             |  |                       |
| Vassals                  | Knead                                                                                                                                                                                                                                                   | 5      | Economics |                     |         |           |            |                    |                 |       |             |  |                       |
| Warrior                  | Quik                                                                                                                                                                                                                                                    | 5      | Loyalty   |                     |         |           |            |                    |                 |       |             |  |                       |
| Kingdom                  | This Month                                                                                                                                                                                                                                              |        |           | Next Month          |         |           |            | Next Month         |                 |       |             |  |                       |
| NO EVENT THIS MONTH      |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Calendar                 | The ruler is engaged in a struggle in a crime or an embarrassing situation, such as an affair with another leader's spouse (if a ruler of a loyalty threat, increase threat by 2) and/or a struggle on all loyalty threats until your next event phase. |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Days                     |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Monday                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Tuesday                  |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Wednesday                |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Thursday                 |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Friday                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Random Weather Generator |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Season                   | Temp                                                                                                                                                                                                                                                    | Wind   | Cloud     | Rain                | Snow    | Other     | Duration   |                    |                 |       |             |  |                       |
| Spring                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Summer                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Autumn                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |
| Winter                   |                                                                                                                                                                                                                                                         |        |           |                     |         |           |            |                    |                 |       |             |  |                       |

(right) Found a new village on the Outskirts¶ After you claim the Outskirts (see above) you can found a village in that territory.



Just go to your kingdom map and scroll up to the Outsiders region and you should see numerous icons scattered across the map, showing potential sites for your village. The geography of your village will change somewhat trivially depending on where you place it (settlements near rivers and lakes have building spots for water specific structures, inland settlements may have more normal building spots), but it really doesn't matter too much where you found your village. Pay the 50 BP to find a village to satisfy this objective - any other building is extraneous to it. Found a new village? Same as above, save you'll have to wait until you claim a new region. The first new region you'll claim is the Southern Narnlarches, which will become available after finishing the Troll Trouble main questline. The process is otherwise identical to claiming and founding a new village in the Outsiders. Resolve ten events! Events come in two forms, "Problems" and "Opportunities", and a random number of them will pop up at irregular intervals as time passes. You can find all currently active events in the aptly named "Events" tab on your kingdom management screen. If neglected too long, Events will expire, typically at the end of each month. Not surprisingly new Events tend to pop up at the start of each month. Generally you should just check your kingdom management map every few in-game days if possible to see if any new Events are available. Ignoring Opportunities will only deprive you of the benefit you'd otherwise gain from resolving said Opportunity, but if you neglect a Problem you may lose Kingdom Stat points, so if you have to choose between the two, favor resolving Problems. Regardless of which you resolve, once you complete ten Events you'll complete this objective, which will probably occur naturally after 3-4 in-game months. 12(1 of 2) After founding three villages, your capital will be able to expand to a town. After founding three villages, your capital will be able to expand to a town.



(left). This gives you new building slots, and more advanced buildings to construct. (right) Upgrade your capital to the town! A fairly long-term objective, an upgrade for your capital will become available (via a "New Phase in the Life of Your Capital" project) when you've founded three settlements. This of course requires you to annex three regions, and the first three regions you'll claim are Shrike (your capital's territory), the Outskirts and the Southern Narlmarches.



All you have to do is complete this event when it appears, which will set you back 7 days and cost you 100 BP.

