

# GAMEPLAY OVERVIEW

## 1. PHASE: DISCUSSION

### 1.1 TARGET SIZE

- Pick an entry from the Scale-Size table
- Draw lines and divide the map into regions
- Set aside citizen tokens for the growth pool

### 1.2 TARGET AGE

- Pick an entry from the Scale-Age table
- Mark the number of development phases in a timeline either on the map or on a note card

## 2. PHASE: FOUNDING

### 2.1 MAJOR GEOGRAPHY

- Roll on the Terrain-Geography table
- Draw the major terrain shape

### 2.5 STARTING HIERARCHY

- Roll on the Power-Hierarchy table
- Draw the route that led the settlers here

### 2.2 TERRAIN FEATURES (x4)

- Roll on the Terrain-Feature table
- Draw the terrain feature

### 2.6 COMMUNITY FACTIONS

- Roll on the Power-Factions table
- Note name and symbol of a faction on a note card
- Add a landmark for that faction
- Change active player and create note card and landmark for each remaining faction
- Move a power token from the city to the faction that is initially in power

### 2.3 FOUNDING LOCATION

- Roll on the Purpose-Location table
- Draw a related resource and put two power tokens on it

### 2.7 NAME THE CITY

- Write the city's name at the top of the map.

### 2.4 SETTLEMENT DECISION

- Roll on the Purpose-Decision table
- Draw the first settlement district
- Move a citizen token from the pool to that district

## 3. PHASE: DEVELOPMENT

### 3.1 HISTORIC EVENT

- Roll on the Events table
- Follow the actions as described
- Note down event on the timeline

### 3.2 NATURAL GROWTH (OPTIONAL)

- Add a district to the map
- Move a citizen token from the pool to that district

## 4. PHASE: TOPPING OUT

### 4.1 REMAINING GROWTH (xTOKENS)

- Move a leftover citizen token to an existing district
- Change active player
- Repeat for each remaining token

### 4.2 NAME A FEATURE (xPLAYERS)

- Name a feature of the city or environment or add a landmark
- Change active player
- Repeat for each player

## SCALE: SIZE

D6 (1-6)

1	VILLAGE
<p>A small hamlet where everyone knows each other and most people are focused on the necessities.</p> <p>→ Split the map with 5 lines, set aside 3 citizen tokens</p>	
2	TOWN
<p>Big enough for some non-essential infrastructure and even a few talented craftsmen or merchants.</p> <p>→ Split the map with 7 lines, set aside 5 citizen tokens</p>	
3	SMALL CITY
<p>Large enough for a marketplace and maybe even a school.</p> <p>→ Split the map with 9 lines, set aside 8 citizen tokens</p>	

4	MEDIUM CITY
<p>A sizable city with multiple specialized industries and a constant need for food imports.</p> <p>→ Split the map with 11 lines, set aside 13 citizen tokens</p>	
5	LARGE CITY
<p>Big enough to be the capital of a nation and to hold at least one university.</p> <p>→ Split the map with 13 lines, set aside 18 citizen tokens</p>	
6	METROPOLIS
<p>A giant city of global fame, large enough to last ages. An unmanageable melting pot of ideas and culture.</p> <p>→ Split the map with 15 lines, set aside 25 citizen tokens</p>	

This defines the target size the city will reach as it develops. It tells you to split the map into an appropriate number of regions and set aside the right amount of citizen tokens for the pool.

## SCALE: AGE

D6 (1-6)

1	NESTLING
<p>Still young, this settlement is only a generation old and has yet to prove itself.</p> <p>→ Mark 4 development phases on the map</p>	
2	BUDDING
<p>A settlement that has already put down some roots for the storms that are yet to come.</p> <p>→ Mark 6 development phases on the map</p>	
3	GROWN
<p>At its respectable age this city has seen a handful of generations live and die.</p> <p>→ Mark 10 development phases on the map</p>	

4	AGED
<p>At a few hundred years of urban development, this city has gone through its fair share of turmoil.</p> <p>→ Mark 14 development phases on the map</p>	
5	ELDERLY
<p>Wars and rulers are only passing fads. This city was built to last.</p> <p>→ Mark 20 development phases on the map</p>	
6	ANCIENT
<p>This place has seen the millennia go by and shrugged.</p> <p>→ Mark 25 development phases on the map</p>	

These entries will let you know how old your city will be. They define the number of development phases to play and thus how long the game will last.

## TERRAIN: GEOGRAPHY

2D6 (2-12)

<b>2</b>	<b>MOUNTAINS</b>	<p>A settlement on the slopes of a towering mountain range. How do these structures cling to the rock?</p> <p>→ Draw a mountain range covering at least 1/2 of the map</p>	<b>8</b>	<b>RIVERLAND</b>	<p>Gentle and calm or treacherous and angry. What is the reason for this river's temperament? And how do the citizens deal with that?</p> <p>→ Draw a wide, meandering river crossing the map</p>
<b>3</b>	<b>PLATEAU</b>	<p>Thin air but a stellar view. What stories do the settlers tell of the winds and the birds?</p> <p>→ Draw a plateau covering at least 1/2 of the map</p>	<b>9</b>	<b>COASTAL</b>	<p>A rugged or smooth coast. What do the people believe about this sea or this lake?</p> <p>→ Draw a coastal line covering about 1/3 of the map with water</p>
<b>4</b>	<b>VALLEY</b>	<p>Hidden and nestled. Who found this valley? And what was hiding here when people arrived?</p> <p>→ Draw a mountain range at least 1 region thick on two opposing sides of the map</p>	<b>10</b>	<b>PENINSULA</b>	<p>Surrounded by water on three sides. What do the citizens believe shaped this piece of land?</p> <p>→ Draw a coastal line leaving at least 1 region of ocean on 3 sides</p>
<b>5</b>	<b>DEEP FORESTS</b>	<p>Deep in the woods. What legends are told of these trees? What mysteries do they guard?</p> <p>→ Draw a forested area covering at least 1/2 of the map</p>	<b>11</b>	<b>ISLAND</b>	<p>A sizeable island. On the ocean or a lake? What meaning does water have for the settlers?</p> <p>→ Draw the circumference of the island(s), leaving at least 1 region of water to each side</p>
<b>6</b>	<b>HILLS</b>	<p>Rolling, rocky or rugged. Wide vistas or dappled in forests? What songs of this land do the people sing?</p> <p>→ Draw at least two sizeable hills, each at least 2 regions big</p>	<b>12</b>	<b>SPECIAL</b>	<p>This may be underground, on floating islands or some other strange setup - you decide. How did the people get here?</p> <p>→ Draw something fitting</p>
<b>7</b>	<b>INLAND</b>	<p>Plains and sky as far as the eye can see. How do the people deal with this vastness?</p> <p>→ Draw nothing</p>			

Use this table to find out what the overall geography around the settlement looks like. Each entry will help you generate a different dominant feature of the surrounding environment.

## TERRAIN: FEATURES

2D6 (2-12)

<b>2</b>	<b>VOLCANO</b>
A single towering volcano, a chain of smaller ones or a singular geyser. Do the people remember any eruptions? Is it still active? How do they try to appease it? → <i>Add the terrain feature</i>	
<b>3</b>	<b>CAVES</b>
A single notable cave or a region riddled with holes. Where do these caves lead? And what calls this holes its home? → <i>Add the terrain feature</i>	
<b>4</b>	<b>MOUNTAINS</b>
A lone mountain or a small mountain range. What riches do these mountains hold? And how do they punish the careless? → <i>Add the terrain feature</i>	
<b>5</b>	<b>HILLS</b>
One big hill or an area of rocky or rolling hills. What hides among the grasses and trees here? → <i>Add the terrain feature</i>	
<b>6</b>	<b>WOODS</b>
An area of forest, maybe rainforest or grasses as tall as a man. What grows in the shadow of these trees? → <i>Add the terrain feature</i>	
<b>7</b>	<b>RIVER</b>
A smaller branching river or a large meandering one. What travels on this river? → <i>Add the terrain feature</i>	

<b>8</b>	<b>LAKE</b>
A larger lake or a series of smaller ones, maybe an oasis. What formed this lake? And what creatures frequent it? → <i>Add the terrain feature</i>	
<b>9</b>	<b>WETLAND</b>
A swamp region, a marsh, a bayou. What useful but disgusting thing lies below the surface? → <i>Add the terrain feature</i>	
<b>10</b>	<b>DEPRESSION</b>
A basin, crater or valley, a stretch of land lower than its surroundings. Is it sheltered or exposed? → <i>Add the terrain feature</i>	
<b>11</b>	<b>TRENCH</b>
A canyon or fjord, chasm or rugged cliffs. What animals live on or in these walls? What can be found at the bottom? → <i>Add the terrain feature</i>	
<b>12</b>	<b>BARREN</b>
A region of wasteland. A desert of sand or salt or a stretch of volcanic or sulphuric wastes. What created it? What is needed to survive in it? And do people dare enter? → <i>Add the terrain feature</i>	

These entries will add smaller terrain elements to the map. Add them in a way that makes sense to you.

## PURPOSE: LOCATION

2D6 (2-12)

<b>2</b>	<b>RUINS OF A FORMER SETTLEMENT</b>
An old fort or maybe a temple? What do the people think this place once was? And what legends do they tell of the former inhabitants? → Add a resource, put two power tokens on it	
<b>3</b>	<b>TRAVEL ROUTE</b>
Access to people and travellers is what makes this location valuable. Who travels here? What waits at the end of this road? And who controls this land? → Add a resource, put two power tokens on it	
<b>4</b>	<b>TRADE ROUTE</b>
A frequented road provides easy access to goods and services. What dangers do these travellers bring? And what strange or exotic goods? → Add a resource, put two power tokens on it	
<b>5</b>	<b>VALUABLE NATURAL RESOURCES</b>
Gold, gems or pretty shells. Something of value can be found here. What risks and opportunities does the extraction of this resource bring? → Add a resource, put two power tokens on it	
<b>6</b>	<b>USEFUL NATURAL RESOURCES</b>
Metals for war or wood to build. What useful materials are present? What makes them so valuable? And has anyone claimed this place before? → Add a resource, put two power tokens on it	
<b>7</b>	<b>ABUNDANT EDIBLE PLANTS</b>
Good soil, great weather or the boon of the gods. Why is food so abundant here? And who or what did the settlers have to push back to claim this place? → Add a resource, put two power tokens on it	

<b>8</b>	<b>ABUNDANT EDIBLE ANIMALS</b>
Great hunting grounds, abundant fish or perfect pastures. Why do animals flock here? And how do the people treat these beasts? → Add a resource, put two power tokens on it	
<b>9</b>	<b>DEFENSIBLE LOCATION</b>
Natural defenses make this location secure. What threats does it protect from? And did anyone use it in the past? Who? → Add a resource, put two power tokens on it	
<b>10</b>	<b>STRATEGIC LOCATION</b>
A mountain pass, a hill with great view or a land bridge. What makes this place important? And what does this settlement protect? → Add a resource, put two power tokens on it	
<b>11</b>	<b>FAVORABLE CLIMATE</b>
Comfortably cool or the right kind of warm. What leisure activities does this enable? And what do the settlers believe must be appeased to maintain this? → Add a resource, put two power tokens on it	
<b>12</b>	<b>CULTURALLY IMPORTANT LOCATION</b>
A holy place or the site of ancestors. What makes it so important? What rites are practiced here? What claim do the settlers have to this holy land? → Add a resource, put two power tokens on it	

Every settlement has a reason for being where it is. The goal of this table is to tell you what about this place made the settlers pick it. It will usually center around food, defenses or resources. There are however plenty of cities founded for different reasons.

You may also want to think about the city's relation to the land it is founded on. Is this simply a stretch of uncontested plains? Who lays claim to this land? Does anyone else live here?

## PURPOSE: DECISION

2D6 (2-12)

<b>2</b>	<b>BY ACCIDENT</b>	<p>A shipwreck or a simple camp that somehow turned into a town. How did this happen? And who was responsible for the accident?</p> <p>→ Add the first district, move one citizen token on it</p>	<b>8</b>	<b>A BUSINESS VENTURE</b>	<p>All because of a shrewd business calculation. Who put this venture together? And what did they forget to plan for? Are these resources truly uncontested?</p> <p>→ Add the first district, move one citizen token on it</p>
<b>3</b>	<b>PLANNED AS TEMPORARY SETTLEMENT</b>	<p>A temporary outpost turned proper settlement. What made people change their plans? What signs of its temporary nature persist?</p> <p>→ Add the first district, move one citizen token on it</p>	<b>9</b>	<b>COLONIZATION EFFORTS</b>	<p>The time-honored practice of putting people down somewhere to claim land. In whose name did this happen? Was someone else displaced for this?</p> <p>→ Add the first district, move one citizen token on it</p>
<b>4</b>	<b>NOMADS SETTLING DOWN</b>	<p>What catastrophe or windfall made them change their lifestyle? What nomadic rites and skills are still taught? Whose lands are they settling on?</p> <p>→ Add the first district, move one citizen token on it</p>	<b>10</b>	<b>EXPLORATORY OUTPOST</b>	<p>Brave explorers for science or the military. Who sent out this expedition? And what were they hoping to discover? What did they find instead?</p> <p>→ Add the first district, move one citizen token on it</p>
<b>5</b>	<b>REFUGEES IN NEED</b>	<p>Something destroyed their last home. What disaster was it? And what important customs and memories did they preserve?</p> <p>→ Add the first district, move one citizen token on it</p>	<b>11</b>	<b>A RULER'S WHIM</b>	<p>A city to please a single ruler. Why did they want this city? And did the people settle here willingly? Has someone else claimed this land?</p> <p>→ Add the first district, move one citizen token on it</p>
<b>6</b>	<b>SETTLERS LOOKING FOR FREEDOM</b>	<p>What kind of freedom is important to this community? And what oppressive authority did they leave behind? Does their new home have native inhabitants?</p> <p>→ Add the first district, move one citizen token on it</p>	<b>12</b>	<b>DIVINE COMMANDMENT</b>	<p>Whether real or imagined, but some otherworldly being picked this spot. How did the believers know this? And what were they promised?</p> <p>→ Add the first district, move one citizen token on it</p>
<b>7</b>	<b>PIONEERS LOOKING FOR OPPORTUNITY</b>	<p>An uncertain future and the promise of riches or cheap new land. What made the conditions in their home so bad that they set out?</p> <p>→ Add the first district, move one citizen token on it</p>			

This table will let you know who decided to found this settlement. It will tell you about the motivations of those living there. In most cases it's people trying to satisfy a need, but it could also be by accident or based on a spur of the moment decision of some remote ruler.

You can also use this moment to think about the wider world around the city. Is this an independent effort? Or part of a nation trying to expand its borders? The results of a conquest? What other cities or settlements are nearby, and how are they aligned?

## POWER: HIERARCHY

D6 (1-6)

<b>1</b>	<b>UNSTRUCTURED COLLECTIVE</b>	<b>4</b>	<b>GOVERNING COUNCIL</b>
Basic village communism or rampant anarchy. How do people deal with outsiders or dissidents? → Draw the route that led here		A select few hold the reins. How is this council formed? What qualities do its members possess? → Draw the route that led here	
<b>2</b>	<b>COMMUNAL VOTING</b>	<b>5</b>	<b>RULING CASTE</b>
People get together and vote on issues. But what makes a citizen eligible to vote? → Draw the route that led here		By god's grace, by birth or by blood, some are just destined to rule. What makes these people special? And how do they enforce this hierarchy? → Draw the route that led here	
<b>3</b>	<b>IMPROVISATIONAL HIERARCHY</b>	<b>6</b>	<b>SINGULAR RULER</b>
Experts or rulers are called together when needed. Who manages this process? How are these people selected? → Draw the route that led here		One throne, one crown. What authority grants the ruler their mandate? Who allows them to remain in place? → Draw the route that led here	

This will let you know how the city itself is organized. To make decisions and progress often some form of hierarchy is employed. This table will help you figure out which one.

## POWER: FACTIONS

D6 (1-6)

<b>1</b>	<b>UNITED FRONT</b>	<b>4</b>	<b>UNEASY ALLIES</b>
A singular faction in power. What shared hope or fear binds these people together? → Add one faction, move one power token on a faction		Two factions, working together begrudgingly. What animosity have they set aside to cooperate? Or was it a shared threat? → Add two factions, move one power token on a faction	
<b>2</b>	<b>SEEDS OF DISSENT</b>	<b>5</b>	<b>STAUNCH ALLIES</b>
Two factions, one in control, and the other newly born. What questionable decision led to this new faction? Or did values diverge? → Add two factions, move one power token on a faction		Two factions, working together amicably. Which fragile bonds bind them together? What would break them apart? → Add two factions, move one power token on a faction	
<b>3</b>	<b>INTERNAL TENSIONS</b>	<b>6</b>	<b>COMPLEX WEB</b>
Two factions, one in control but struggling, the other resisting. What makes it hard for the leading faction to remain in control? → Add two factions, move one power token on a faction		Three factions, a delicate balance of interests. Which faction is oldest? How do they share power? And what ambition drives the others? → Add three factions, move one power token on a faction	

The power within a society is often split up among several factions. This table tells you how united or divided the people of your settlement are.

## EVENTS: WARFARE

**D666 (111-166)**

### **111 CIVIL PROTESTS**

The citizens are unhappy, and not afraid to publicly show it. What demands do the citizens have? Does the leadership cave in or crack down?

→ *A faction gains or loses power*

### **112 CIVIL UNREST**

Violent, uncontrolled riots rage throughout the city. Chaos reigns, hopes are raised and crushed. What spark ignited this powderkeg?

→ *Remove a resource or a landmark*

### **113 CIVIL WAR**

Citizens take up arms and fight each other. What irreconcilable split in values or beliefs caused this?

→ *Remove a district and a landmark or resource, a faction gains power*

### **114 THE CITY MILITARIZES**

Soldiers, informants, and the police control the streets. What outside threat or faction causes this? What kind of weapons are needed?

→ *The leading faction gains power*

### **115 AN ARMY IS RAISED**

Thousands of citizens are drafted, and trained to fight. Is the goal to conquer or to defend? How is this accomplished? Or financed?

→ *Add a landmark or a resource*

### **116 THE CITY DEMILITARIZES**

Freedom does not need a standing army. Where does this trust in peace come from? Is it warranted? How are military resources repurposed?

→ *The least powerful faction gains power*

### **121 SKIRMISHES WITH NEARBY SETTLEMENTS**

The neighboring cities get bolder, or did the city become the aggressor? What are these skirmishes fought over?

→ *Add a landmark, (add an external faction)*

### **122 SKIRMISHES OVER RESOURCES**

The control of a crucial resource leads to conflict, and even to a few battles. What is contested? What faction outside the city wants them?

→ *Add or remove a resource, (add an external faction)*

### **123 CRIMINALS MAKE TRAVEL DIFFICULT**

Highwaymen, muggers and other brigands infest the surrounding lands. What drives them?

→ *(Remove a resource)*

### **124 CRIMINAL WARBANDS ROAM THE AREA**

The desperate or the greedy band together to raid the land. What unites them? Are they paid by a rival city or power?

→ *Remove a resource or a landmark*

### **125 CREATURES TERRORIZE THE LANDSCAPE**

Venturing outside the city has gotten dangerous. What beasts are lurking there? What has them agitated?

→ *(Add or remove something)*

### **126 CREATURES TERRORIZE THE CITY**

What kind of monster is it? A scourge of hungry dogs or a giant dragon? What drives them towards the city?

→ *Remove something*

Strife, warfare and crime. Every city will see its fair share of these, provided it lasts long enough. As play progresses during the development phase you may end up on this table to find out about the martial events of your settlement.



### 131 WAR!

Thirty years of war or a hundred. This one just does not seem to end even though it's long since ran out of steam. Who's the enemy? Why can't the city let go?

→ Remove a district, (add an external faction)

### 132 A WAR IS WON

Was it a drawn-out war or a terrifying strike? Against whom? How did the city win? And what spoils did it claim?

→ Add a landmark or a resource.

### 133 A WAR IS LOST

By bravery or luck the enemy has won a war against the city. How does the city pay for this defeat?

→ Remove two elements, draw the scars of war

### 134 A FOREIGN WAR SPILLS OVER

Someone else wages war but its effects can be felt here. A wave of refugees? Improved demand on the city's forges?

→ (Add or remove something, Add an external faction)

### 135 A SIEGE IS ATTEMPTED

Turning a city into a prison is a time-honored tradition. Who besieged the city? And why? How was the siege broken?

→ Remove a resource or a landmark

### 136 A SIEGE IS SUCCESSFUL

With starvation or trebuchets, the city falls. Is the city sacked and burned? Or is it claimed and now under new management?

→ Remove a resource or add a faction, it gains power

### 141 AN ENEMY FORCE OCCUPIES THE CITY

Not all occupiers have to act savagely, though most do. Do these new rulers attempt to earn the citizens' trust?

→ Add a faction, add a landmark

### 142 A MILITARY COUP IS ATTEMPTED

A faction attempts to take power by force. Does it succeed? Is this an internal struggle or did an outside force sponsor this?

→ A faction gains power, another faction loses power

### 143 ENEMY SABOTAGE

Enemy forces enter the city and destroy or damage a resource. Who sent them? And what is their agenda?

→ Remove a resource, (add an external faction)

### 144 A SPY HAS STOLEN SECRETS

What were these secrets? What damage could be done to the city with such knowledge? Who holds it now?

→ (Remove something), (add an external faction)

### 145 A TRAITOR IS UNMASKED

Treason is often considered a high crime. Who was willing to risk this much? And what was their goal? How were they discovered?

→ A faction loses power

### 146 A PEACE IS BROKERED

After a long, brutal war peace has been achieved. Who was the city struggling with? How do the citizens celebrate and remember this?

→ Add a landmark, (add a resource)

### 151 A TIME OF PEACE

Peace brings prosperity. The people are happy. How do they spend their new time of safety and leisure? Do they grow lazy or creative?

→ *(Add a district)*

### 152 AN EMPTY WARNING

Someone warns the city of a terrible danger that never comes to pass. Does the city react in fear? Or does it grow jaded?

→ *(Add something)*

### 153 A HOSTAGE IS TAKEN

A faction has somehow managed to get hold of an important hostage, either from a rival within or outside the city. Who are they? Why are they valuable?

→ *A faction gains power*

### 154 A HOSTAGE IS LIBERATED

Did a brave raiding party liberate a beloved prince? Did a faction save its leader from the clutches of its opponents?

→ *A faction gains power*

### 155 CRIME IS ON THE RISE

Crime is the means of the greedy or the last resort of the desperate. What leads to this rise? Who do they work for? What crimes are perpetrated?

→ *A faction gains power*

### 156 GANGS CLAIM DISTRICTS

A crime syndicate or a gang has managed to gain control of at least one district. What links them to this place? Why aren't they stopped?

→ *Add a faction*

### 161 AN IMPROVISED WALL IS BUILT

Hastily stacked and quickly assembled. Why did the city need this wall so suddenly? Who is left unprotected? Is it even effective?

→ *Add a landmark*

### 162 A MASSIVE WALL IS BUILT

Towers, gates, and massive fortifications are constructed to protect the city. Who is paying for this? Is this for prestige or out of fear?

→ *Add a landmark, (a faction gains power)*

### 163 CITY DEFENSES ARE IMPROVED

Leaders invest in towers, moats or cannons. What real or imagined enemies are the justification for this?

→ *(Add a landmark or a resource)*

### 164 CITY DEFENSES ARE NEGLECTED

Indifference, greed or stupidity lead to crumbling walls, rusting weaponry and untrained soldiers. Who's to blame? Who might take advantage of this?

→ *(Remove something)*

### 165 A BORDER IS FORTIFIED

Literal walls, border patrols or tariffs and tolls. Is it a border inside or outside the city? Who is it protecting from?

→ *(Add a landmark or a resource)*

### 166 A BORDER IS BREACHED

Who breached it? What was this border? Was it a physical or a cultural one?

→ *(Remove something)*

## EVENTS: POLITICS

## D666 (211-266)

### 211 A NEW LEADER RISES TO POWER

A benevolent dictator? A brilliant orator? A fair king? A charismatic, honest leader of a political party? Beloved or feared?

→ *Add a faction, it gains power*

### 212 A METEORIC RISE

Someone rises to power. What deceit or duplicity led to this increase in status? Who gets left behind to stew in their jealousy?

→ *A faction gains power*

### 213 DEATH OF A BELOVED LEADER

Was the leader murdered by conspirators? Was it illness? Old age? How will the leader be remembered?

→ *A faction loses or gains power*

### 214 LEADERSHIP VACUUM

History rarely tolerates vacuums but this one lingers. Who or what's missing? And why is there no replacement possible?

→ *Remove a faction*

### 215 LEADERSHIP CHANGE

Does the city gain a new ruler? Is someone else claiming it? Or is this a dramatic change within a faction?

→ *(Add a faction), a faction gains power*

### 216 THE CITY RISES IN PROMINENCE

It becomes a regional key city, or even its nation's capital. Was this a clever political move or prompted by necessity?

→ *Add a resource or a faction gains power*

### 221 ELECTIONS ARE HELD

Are the citizens invested in the campaign? Are the results surprising or was it all rigged to begin with?

→ *A faction gains or loses power*

### 222 SYSTEM OF GOVERNMENT IS CHANGED

Who caused this change? What is this new system? Was an old faction obliterated or did a new political block manifest?

→ *Add or remove a faction*

### 223 A GREAT SCANDAL

The people are shocked. And a little bit intrigued. What rules of decorum were violated? By whom?

→ *A faction loses power*

### 224 INSIDIOUS RUMORS

Do rumors hold shreds of truth? Can rumors breed hatred or fear? Who benefits?

→ *A faction loses power*

### 225 DANGEROUS SECRETS UNCOVERED

Who kept the secrets, and why? Do the people care about moral failings or are they more interested in scandals?

→ *A faction gains power*

### 226 A COVER-UP FAILS

Sometimes truth simply cannot be contained. But what kind of secret could be this dangerous?

→ *The leading faction loses power*

Rulers, spies and alliances abound. The people in power play their own games and some of these events can be found in this table. This might involve powers within the city or without. Think about jealous neighbors, roaming bandits or remote rulers.

### **231 AN OUTSIDER UPSETS THE BALANCE**

Who is this outsider? What are the outsider's goals? Is the outsider rich? Can they promise power or abundance?

→ *A faction gains or loses power*

### **232 INHERITANCE ISSUES**

Settlements and individuals can inherit all sorts of things: castles, islands, curses, technologies... But who gets what? And does anyone dispute the claim?

→ *Add something*

### **233 QUESTIONABLE CLAIMS APPEAR**

Only someone mad or desperate would bring forth a claim to the city's rule this weak. Why do they still try? And who are they?

→ *(Add or remove something)*

### **234 A STRONG CLAIM**

Someone remote with a credible claim wants the city. A ruler's bastard, a far away count. What makes the city valuable to them?

→ *Add an external faction*

### **235 CONTRADICTIONARY CLAIMS**

Two parties claim ownership of the city pulling its fate in different directions. Is this resolved? Or does the city languish in legal ambiguity?

→ *A faction gains or loses power*

### **236 TREASON!**

Someone betrays the city or its leaders. What drives them? Are they successful or does the city make an example of them?

→ *A faction gains or loses power*

### **241 A NEW FACTION EMERGES**

A sect, a political party, a guild. Why do they band together? What gives them power? And who supports them?

→ *Add a faction, it gains power*

### **242 A FACTION IN DECLINE**

A faction becomes complacent or too bold and things went wrong. Why does power slip from their grasp? And what vultures are circling?

→ *A faction loses power*

### **243 A FACTION SEIZES POWER**

Finally! After years of plotting or with a sudden strike the city has new rulers! What are their policies? Is this legitimate in the eyes of the people?

→ *A faction gains power to become the leading faction*

### **244 A FACTION IS NO MORE**

Sometimes even ideas can die, and with them the factions that were pushing them forward. What was the final nail in the coffin?

→ *Remove a faction*

### **245 AN IMPORTANT ALLIANCE FALLS APART**

Is it an alliance of factions or an alliance within a faction? What was the alliance about? Could the city be threatened with a new war?

→ *Split a faction in two*

### **246 AN IMPORTANT ALLIANCE IS FORGED**

Two factions permanently bond together. What is the goal of this alliance? Was it forged by peaceful means or by deceit?

→ *Merge two factions*

<b>251</b>	<b>INCOMPETENCE WREAKS HAVOC</b>
A bureaucratic mess, criminal planning or the fatally stupid assumption that sea-beasts would never attack red ships. How could this happen at all? Who benefits?	
→ <i>Remove a landmark or a resource</i>	
<b>252</b>	<b>BUREAUCRACY INCREASES</b>
Could a complex city ever function without bureaucracy? Does bureaucracy make reactions slower? Can administrative centres boost economies?	
→ <i>Add or remove a resource</i>	
<b>253</b>	<b>DRASTIC CHANGES ENFORCED</b>
Could a law or a regulation really change everyday life? Could something like alcohol ever be prohibited? Is it a public health matter?	
→ <i>(Add or remove something)</i>	
<b>254</b>	<b>A GROUP IS STIGMATIZED</b>
Why? By whom? Does the group actually exist or is the civic mind hunting witches? Do witches exist? Is this a trend from beyond the city?	
→ <i>A faction gains or loses power</i>	
<b>255</b>	<b>A RADICAL IDEOLOGY IS BORN</b>
A call for freedom, a cry for segregation or, possibly, the desire to embrace the gospel of dark, alluring gods. What belief appears? Who espouses it?	
→ <i>(Add a faction), a faction gains power</i>	
<b>256</b>	<b>EFFECTIVE PROPAGANDA</b>
A faction spreads their agenda via pamphlets, posters and rumors. What or who do they discredit? Why? Is an external power sowing dissent?	
→ <i>A faction gains power</i>	

<b>261</b>	<b>A PEACEFUL NEIGHBOR</b>
It is nice to have new settlements nearby. Trade partners, military allies or just a friendly rivalry in sports. Who are they? What sets them apart?	
→ <i>Add an external faction or a resource</i>	
<b>262</b>	<b>A USEFUL NEIGHBOR</b>
Close contact with a nearby settlement is established. What makes them useful? Are they easy to exploit or just the right market for the city's goods?	
→ <i>Add an external faction</i>	
<b>263</b>	<b>AN INTIMIDATING NEIGHBOR</b>
Is this a new village or a military outpost? What makes them so threatening? What are their plans?	
→ <i>Add an external faction</i>	
<b>264</b>	<b>A REVOLUTION SUCCEEDS</b>
The system of power is upended. What was the espoused goal? Did parts of the old regime survive? What's the new structure of power?	
→ <i>Remove a faction, a faction gains power, rename it</i>	
<b>265</b>	<b>A REVOLUTION FAILS</b>
The status quo remains untouched. What do the losers suffer? How are the heroes of the struggle immortalized?	
→ <i>A faction loses power</i>	
<b>266</b>	<b>REDISTRIBUTION OF WEALTH</b>
Fairness prevails. The democracy of consumption brings joy to the citizens. Was this enforced? How do the once wealthy react?	
→ <i>Add a district</i>	

## EVENTS: ECONOMY

## D666 (311-366)

### 311 DEPENDENCE ON IMPORTS

Self-sufficiency is a noble goal, but not always possible. What goods need to be imported? Who provides them? How are these imports transported?

→ (Add an external faction), a faction loses power

### 312 EXPORTS INCREASE

The goods of the city are in demand! Who wants these goods? And what makes them special? Does this attract bandits, pirates or tax collectors?

→ (Add a resource, a faction gains power)

### 313 A TRADE WAR BRINGS WEALTH

Shrewd tariffs, embargoes and blockades. A gambit is successful and the city prospers. Who started this war?

→ (Add an external faction), a faction gains power

### 314 A TRADE WAR COSTS DEARLY

A lack of goods, a lack of access or a lack of money. The city loses the war and pays. Who is stuck footing the bill?

→ (Add an external faction), a faction loses power

### 315 BRIEF ISOLATION

Have the city gates been sealed shut? Did freak weather suspend transportation? How does the isolation affect people?

→ (Remove something), skip the Natural Growth phase

### 316 EXTENDED ISOLATION

Why is the city isolated? Who suffers the most? How does the city fight off the effects of isolation?

→ Remove something, skip the Natural Growth phase

### 321 HYPE!

There's this one new thing everybody suddenly needs. What is it? Why are people crazy over it?

→ (Add a resource)

### 322 A NEW NEED

Diets change, fashions change, people change. Some new desire manifests. What do people need? Who provides it? And at what cost?

→ Add a resource

### 323 A NEED NOW SATISFIED FOR ALL

Either everyone has access to food and shelter or, finally, everyone got a nice gadget or thingamajig. What's become commonplace in the city?

→ (A faction loses power, add a landmark)

### 324 A NEW SOURCE OF POWER

Electricity, magic, nuclear fusion or magical beasts of burden. What new source does the city leverage? Who developed or discovered this?

→ Add a resource, a faction gains power

### 325 A NEW TRADE ROUTE IS ESTABLISHED

With whom? What is mostly traded? Does knowledge and culture travel on this trade route too?

→ Add a resource, draw a trade route

### 326 NEW PRODUCTION METHOD

Improved tools, clever spells or the assembly line. Better exploitation, faster goods and cheaper production. Who's making money off this?

→ Add a resource, a faction gains power

The wheels and gears of economy are what pump the life blood through a city's heart. Taxes, new developments and trade wars all leave their mark on a city's history. This table will add some of those to your settlement's development.

### 331 GOOD TIMES

A quiet, mostly happy period of modest progress, content lives, and peace. Who is praised for this? Or is this taken for granted? Are the city's enemies jealous?

→ Add a district

### 332 WINDFALL

Sheer luck or a risky investment turns into abundance for the city. What happened? Was anyone outdone?

→ Add two resources

### 333 PRODUCTION RISES

More is produced! More of what though? Are the profits shared by all?

→ Add a resource

### 334 ECONOMIC BOOM

A time of plenty! The rich get richer, the poor get richer, and everyone seems happy. However, what is this boom based on?

→ Add a resource, a faction gains power

### 335 A TEMPLE OF ECONOMY IS BUILT

An auction house or maybe a stock exchange. Who paid for it? What is traded here? Do other settlements benefit or watch with envy?

→ Add a landmark

### 336 ECONOMIC INVESTMENT

The city is doing well so it's time to invest. Subsidies, tax breaks and training programs. Who plans this? What results does it yield?

→ Add a resource

### 341 SETTING ASIDE FOR TOUGH TIMES

It makes sense to plan ahead, to store gold, grain, oil, weapons or even seeds. What motivates this? What is set aside? How is it stored?

→ Add a landmark

### 342 AN UNEXPECTED SHORTAGE

An embargo, a blockade or the collapse of a particular supply chain? What good exactly is in shortage? Is another settlement behind this?

→ Remove a resource, (add an external faction)

### 343 WIDESPREAD POVERTY

The markets are fickle and the poor grow poorer. Who profits off this? What happens to those that can't afford housing anymore?

→ Remove a district and/or a faction loses power

### 344 PRODUCTION FAILS

A catastrophe, a disaster or a cog that simply needs readjustment? What was lost? Whose fault was it? What everyday problems arise?

→ Remove a resource

### 345 ECONOMIC CRISIS

Stocks plummet, prices rise, goods spoil. Was this mismanagement or economic sabotage? Do the responsible get away unscathed?

→ Remove a resource, a faction loses power

### 346 AN ECONOMIC REVOLUTION

Production or consumption dramatically transform. Home shopping or magic automation. How does this transform the city?

→ Add or transform a resource, add a district

<p><b>351 IMPROVED RESOURCE USE</b></p> <p>Better mining technology or a finer degree of craftsmanship. What is improved and who benefits? Is this a global first?</p> <p>→ <i>Add or transform a resource</i></p>	<p><b>361 MASSIVE INFLUX OF INHABITANTS</b></p> <p>Where do these people come from? How are they welcomed? What new ideas do they bring along? Are they fleeing something or drawn here?</p> <p>→ <i>Increase the density of a district, (add a faction)</i></p>
<p><b>352 A COMPLIMENTARY RESOURCE</b></p> <p>From hunting game to bone-craft artistry or from mining to fine metalwork. The city expands its methods. Is this a shrewd invention or a widespread practice?</p> <p>→ <i>Add a resource related to an existing resource</i></p>	<p><b>362 CURRENCY IS TRANSFORMED</b></p> <p>From coins to bank notes, from eggs to golden tokens, and from bartering to debt bonds. What made the old currency unusable? Why is this better?</p> <p>→ <i>(Add or remove something)</i></p>
<p><b>353 A RESOURCE LOSES VALUE</b></p> <p>Demand is satisfied or goods become outdated. How much are people's lives and livelihoods affected? Who loses the most? Who wins?</p> <p>→ <i>Remove something</i></p>	<p><b>363 SMUGGLERS NETWORK</b></p> <p>What is being smuggled in (or out of) the city? Are the smugglers using tunnels, inconspicuous boats or are they simply bribing officials?</p> <p>→ <i>(Add or remove something)</i></p>
<p><b>354 A NEW INDUSTRY TAKES ROOT</b></p> <p>What does this industry do? Is it focused on a district? Is it polluting or loud? Is this the offshoot of a foreign enterprise?</p> <p>→ <i>Add a resource, add a district or a faction</i></p>	<p><b>364 TAXES</b></p> <p>As unavoidable as death. Are they raised or lowered though? What are they used for?</p> <p>→ <i>(Add or remove something)</i></p>
<p><b>355 A NEW EMPLOYER APPEARS</b></p> <p>A giant new factory or a successful business needs lots of people. How do they leverage this position? What do they produce? Are they from the city?</p> <p>→ <i>Add a resource, (add a faction)</i></p>	<p><b>365 GAMBLING INCREASES</b></p> <p>Enticing and dangerous, gambling is on the rise. How do people gamble? And why? For tax reasons? Or simply due to the city's permissive laws?</p> <p>→ <i>Add a resource or a faction gains power</i></p>
<p><b>356 A REVOLUTIONARY INVENTION</b></p> <p>Is it the wheel? The internal combustion engine? An elixir that grants new vigor? Who controls it? Who wants to steal it?</p> <p>→ <i>Add a resource, (a faction gains power)</i></p>	<p><b>366 THE ECONOMIC SYSTEM IS CHANGED</b></p> <p>Capitalism, communism, feudalism, slave ownership... nothing lasts forever. Why does the system change? And who comes out on top?</p> <p>→ <i>A faction gains power</i></p>



## EVENTS: CULTURE

## D666 (411-466)

### 411 A GREAT LAUGH!

Sometimes humor can topple regimes. Who is the target of this ridicule? Where does it originate from?

→ *A faction loses power*

### 412 A GREAT JOY

An ancient enemy is brought low, a disease cured or a good and undeniable omen manifests. How do the people celebrate? How do they remember this event?

→ *Add a district*

### 413 A GREAT FEAR

What could possibly terrify a whole city? Is it a monster, a virus, a curse, a foreign army? Or just the inflated rumors of a hawkish neighbor?

→ *A faction gains power*

### 414 A FESTIVAL IS ESTABLISHED

A great celebration, a civic festival. When does it take place? What does it celebrate?

→ *Add a landmark or a resource*

### 415 GRIEF SPREADS

Thousands of widowers or widows weeping on the streets or the loss of a beloved icon. What has caused this? How does it express itself?

→ *(Add a landmark)*

### 416 INTERNAL TENSIONS RISE

Different beliefs or ethnicities clash. What makes them incompatible? What event led to this rise in tension?

→ *(A faction gains power)*

### 421 LOCAL CONFLICT

Hatred divides a neighborhood in two camps. How could this escalate? How is the border demarcated?

→ *Split a district in two*

### 422 THE CITY RECEIVES VISITORS

A surge in travellers. Why do they come to town? To see the sights? To learn? To trade in its brilliant markets?

→ *Add a district, (a faction gains power)*

### 423 A NEW SOCIAL GROUPS ARISES

A new strata of society is founded. A new class of merchants, a caste of undesirables or expatriates bonding together. What unites them?

→ *Add a faction*

### 424 A WAVE OF STRANGERS SETTLE

Different or unusual people join the citizenry. What makes them different? Are they here for opportunity or has misfortune forced them here?

→ *Add a faction and district*

### 425 OUTSIDERS ARRIVE

Where do the newcomers settle? What habits have they brought along? And most importantly: Where did they come from?

→ *Add a district*

### 426 A SHIFT IN CULTURAL VALUES OCCURS

Does society become more permissive or more restrictive? Who tries to resist this? And does this change the city's view on a resource?

→ *A faction gains or loses power or add a landmark*

Human culture happens wherever people get together. This makes cities the great melting pots of culture. Festivals, beliefs, religion, fashion and food. The range is massive and this table gives you a smattering of possible meaningful events that can shape your city.

<p><b>431 FAMILY STRUCTURE CHANGES</b></p> <p>The way people live together changes. Is this for work? To save on rent? Do people enjoy this change?</p> <p>→ <i>(Increase or reduce density of a district)</i></p>	<p><b>441 HYGIENE GAINS IN IMPORTANCE</b></p> <p>People wash their hands more frequently. Public fountains become popular as do sewer systems. Who helps keep the city clean? Do people now meet in public baths?</p> <p>→ <i>Add a landmark</i></p>
<p><b>432 CONTROVERSIAL LAWS ARE PASSED</b></p> <p>Maybe smoking is prohibited, a strict dress code is enforced or a belief is outlawed. Who is affected most? How do they react?</p> <p>→ <i>A faction loses power, (add or remove something)</i></p>	<p><b>442 EDUCATION GAINS VALUE</b></p> <p>Kids are sent to school instead of to the mines. Reading is valued and more people find work beyond manual labor. Who controls this education?</p> <p>→ <i>Add a landmark or a resource, a faction gains power</i></p>
<p><b>433 AN UNEXPECTED LAW IS PASSED</b></p> <p>A surprising decision by those in power. Or did even they get caught off guard? Was a popular activity prohibited or are only certain people targeted?</p> <p>→ <i>(A faction gains or loses power)</i></p>	<p><b>443 THINKERS AND PHILOSOPHERS APPEAR</b></p> <p>Critics, cynics and classical realists. Introspective thought is encouraged and the city becomes known for it. What is the worldview of these thinkers?</p> <p>→ <i>Add a resource</i></p>
<p><b>434 A NEW TRADITION DEVELOPS</b></p> <p>What type of customs and practices would be deemed worth transferring from generation to generation? Are these traditions influencing other places?</p> <p>→ <i>(A faction gains power)</i></p>	<p><b>444 A TIME OF ENLIGHTENMENT</b></p> <p>The arts and sciences flourish. Wealthy patrons commission works, wise men and women are revered. What is practiced? Who funds this? And why?</p> <p>→ <i>(A faction gains power)</i></p>
<p><b>435 NEW FUNERARY TRADITIONS</b></p> <p>The dead are now burned. Or mummified and then buried. What dedicated space is needed? What prompted this? How do the city's neighbors react?</p> <p>→ <i>Add a district or a landmark</i></p>	<p><b>445 CRITICAL THINKING IS DISCOURAGED</b></p> <p>Those in power would rather you think less and work more. Libraries are locked, schools controlled. What led to this crackdown? How is it enforced?</p> <p>→ <i>(Remove a landmark)</i></p>
<p><b>436 HYGIENE LOSES IMPORTANCE</b></p> <p>Grime and dirt collects and the city starts to smell. People get sick more often. Is this out of poverty or carelessness? Who used to take care of this?</p> <p>→ <i>(Remove a resource or a landmark)</i></p>	<p><b>446 EDUCATION LOSES VALUE</b></p> <p>Books are for the folks with money. Everyone else has to work to earn their share. Who emphasizes this mindset? What takes its place?</p> <p>→ <i>A faction loses power, (remove a resource)</i></p>

<p><b>451 A CULTURAL FAD</b></p> <p>A strange new dance, a silly new hat. What pointless novelty has gripped the people? And what about those that don't join in? Are visitors involved?</p> <p>→ <i>(Add a resource)</i></p>	<p><b>461 A SIGN!</b></p> <p>An omen, a proof of divinity, a mirage, a promise. Who leverages it for their purposes? Do other settlements have different interpretations?</p> <p>→ <i>A faction gains or loses power</i></p>
<p><b>452 LOCAL ARTS DEVELOP</b></p> <p>The local artists and artisans mature and gain renown. What do they practice? What is the subject of their art? Does their fame reach beyond the city?</p> <p>→ <i>Add a faction or a resource</i></p>	<p><b>462 A PROPHET APPEARS</b></p> <p>What type of prophet would this city wish for, and what would it need? And why did they appear here? Were they forced to flee some other power?</p> <p>→ <i>Add a resource or a faction gains power</i></p>
<p><b>453 LOCAL FASHION DEVELOPS</b></p> <p>From togas to top hats, from studded leather to fine silk. The city's fashion gains fame or notoriety. What garment becomes named after the city?</p> <p>→ <i>Add a resource</i></p>	<p><b>463 A NEW BELIEF APPEARS</b></p> <p>What could convince the good citizens to abandon old ideas? Is the new belief widely accepted? Does this cause cultural tensions with the wider world?</p> <p>→ <i>Add a faction</i></p>
<p><b>454 LOCAL CUISINE DEVELOPS</b></p> <p>The local food becomes known as a delicacy and a staple of local restaurants. What do the good people of the city enjoy eating and cooking?</p> <p>→ <i>Add a resource</i></p>	<p><b>464 A NEW SECRET CULT SPREADS</b></p> <p>Are these philosophers preaching heresy or heretics preaching bloody revolt? How does the cult recruit? And where did it come from?</p> <p>→ <i>(Add a faction), a faction gains power</i></p>
<p><b>455 ENTERTAINMENT ACTIVITIES FLOURISH</b></p> <p>Is it the famous clubs, the rich museums, the stunning theatres or the brave gladiators that fascinate the masses? Does this attract people from far away?</p> <p>→ <i>Add a landmark or a resource</i></p>	<p><b>465 RELIGIOUS BOOM</b></p> <p>People flock to churches or temples. Who is behind this belief? What new places of worship are needed? Is this a larger cultural trend?</p> <p>→ <i>Add a landmark, a faction gains power</i></p>
<p><b>456 PUBLIC ART DISPLAYS</b></p> <p>Artistic expression spreads through the city. Illegal graffiti or sanctioned murals? What do they depict? Who creates them? Is everyone happy with this?</p> <p>→ <i>Add a resource</i></p>	<p><b>466 THE CITY IS CONDEMNED BY A RELIGION</b></p> <p>Probably all sinners, says figurehead of prominent religion. What activity or belief caused this offense? Do the people care? Do its allies? Is a far-away power preparing a crusade?</p> <p>→ <i>(Remove a resource)</i></p>

## EVENTS: INFRASTRUCTURE

## D666 (511-566)

### 511 A NEW URBAN PLAN

A vision to make the city more than it is. Wonderful avenues for the rich or cramped housing for the poor?

→ Add a landmark, move a citizen token from an existing district to create a new district

### 512 CITY BEAUTIFICATION

New parks, new avenues, new roads. Who plans this? And is this a smooth transition or is force needed?

→ Add a landmark or move a citizen token from an existing district to create a new district

### 513 A GREAT NEW PARK

Just how large can an urban park be? Does it take up a whole district or can it fit in a couple city blocks? Was something razed to make room for it?

→ (Remove a district), add a landmark

### 514 THE SEAT OF GOVERNMENT IS MOVED

A new hut for the wise men or a seat of parliament. What is the aim of this new edifice? Secrecy? Intimidation? Efficiency?

→ Add a landmark, (remove a landmark)

### 515 A GRAND PALACE IS BUILT

A grand new building. For those in power? Or for a remote ruler? Who pays for this? Does it provoke jealousy or joy? How big is it?

→ Add a landmark

### 516 A CIVIC SERVICE PROJECT

Public baths, libraries, the post office. Something useful for all citizen is built. Who pays for this? Is this a model for other cities or the subject of ridicule?

→ Add a landmark or a resource

### 521 A VENUE FOR THE MASSES

A place of mass gathering, spectacle, and entertainment. An amphitheater for gladiatorial combat, a concert hall. What is built? Who performs there?

→ Add a landmark

### 522 A CENTER OF LEARNING

A grand university or a martial arts dojo. How are students picked? Status, gender, money? Are there rivalries or partnerships with other institutions?

→ Add a landmark, add a resource

### 523 A PALACE OF WORSHIP

A temple, a cathedral or a pyramid for blood sacrifices. What do people practice here? Does it attract pilgrims from other cities?

→ Add a landmark, a faction gains power

### 524 A PLACE FOR THE DEAD

More people mean more graves or places of remembrance. What space does the city create for these funerary traditions? Humble or grandiose?

→ Add a landmark

### 525 A MAJESTIC NEW BRIDGE

A marvel of engineering spans across a river or the slums of the poor. Where does the material come from? Who suffered building it?

→ Add a landmark

### 526 A GRAND PLACE OF CULTURE

The city builds a monumental place for refined culture: A theatre, an opera or an arena for electronic sports. Who sponsored it? Who performs here?

→ Add a landmark, (add a resource)

The infrastructure of a city is like its bones. It may often be taken for granted but it is essential. Roads, bridges, telecommunications but also opera houses, baths and sewers. Expanding and maintaining it is an essential part of any city's development. This table lets you find out how your city fares.

### 531 PUBLIC TRANSPORTATION

The city invests in horse drawn buses, underground trains or exotic beasts of burden. How does this transform the city's streets and avenues?

→ Add a landmark

### 532 SOCIAL HOUSING

The city tends to its citizens' need for affordable living space. Is this a useful measure or mired in incompetence and failure?

→ Add two districts

### 533 SANITATION & SEWAGE CONSTRUCTION

Underground sewers or overground aqueducts. The city makes sure clean water comes in and dirty water flows out. How do people adapt?

→ (Add a landmark)

### 534 TROUBLE WITH THE WATER SUPPLY

Clogged pipes or tainted wells. Something makes the water hard to drink. Who is affected? Who is blamed? How is this fixed?

→ (Add or remove something)

### 535 TROUBLE WITH THE FOOD SUPPLY

Food imports don't arrive, harvests are meagre. People struggle. Do they starve or move away? How does the cuisine adapt?

→ Remove a district

### 536 AN UNOFFICIAL MARKET IS OPENED

A black market, street vendors or back door bazaars. Why does commerce hide from the watchful eye of the authorities? What is sold?

→ Add a landmark or a resource

### 541 TO THE COUNTRYSIDE

People move to the suburbs or to the country. What makes this so attractive? Who gets left behind?

→ Move a citizen token from an existing district to create a new district

### 542 MORE SPACE IS REQUIRED

An expanding city is a thriving city. Or so everyone keeps saying. Where do the building materials come from? Is this planned or spontaneous growth?

→ Add two districts

### 543 A SHORTAGE IN BUILDING MATERIALS

We are out of bricks, sand, wood, cement, steel, glass, and stone apparently. What led to this shortage? How do buildings change?

→ Remove a resource, skip the Natural Growth phase

### 544 CIVIC INFRASTRUCTURE IS NEGLECTED

Walls crumble, roads fall into disrepair, bridges collapse. Are the coffers empty? The workers incompetent? Or is this malice and limited to specific districts?

→ Remove a landmark

### 545 A PROJECT ENDS IN TRAGEDY

Something leads to tragedy. Through negligence or malice? What happened? And who ends up footing the bill for this disaster? Who was blamed?

→ Remove something, a faction loses power

### 546 BOOM!

An explosion! Or an implosion? Destructive or dramatic? Either way, something major is destroyed or someone important is killed. How does the world react?

→ Remove a landmark and/or a faction

### **551 A TECHNICAL BREAKTHROUGH IS MADE**

Could this be a new construction method? Has a ground-breaking algorithm been discovered? Did someone invent a much needed machine?

→ *Add a resource*

### **552 A NEW WAY TO COMMUNICATE**

Via bells, smoke signals or the telegraph. People can now communicate at longer distances. How does this affect the city? Who controls this channel?

→ *(Add a landmark or a resource)*

### **553 A NEW MODE OF TRANSPORTATION**

The bus, the saddled dolphin, and the train are all valid options. How are roads, canals and avenues changed? Is it now easier to reach the city?

→ *(Add a landmark or a resource)*

### **554 AN INNOVATIVE BUILDING MATERIAL**

Could it be a new type of brick, bamboo or lighter than air bricks? How does it change walls or roofs? Was this an outside invention?

→ *Increase the density of a district*

### **555 HIGHER DENSITY BUILDINGS**

An architectural breakthrough, restrictive laws or simply too many people, but buildings grow taller and tighter. Are they stable or rickety?

→ *Increase the density of a district by two*

### **556 GROUND BECOMES UNSTABLE**

Buildings tilt, roads crack open. Did the earth tremble? Is the ground unstable? Or was this the work of evil mole-men?

→ *Remove a district*

### **561 A DISTRICT IS DIVIDED**

Why? Was the district divided for practical reasons or due to faction rivalries? How is the border demarcated?

→ *Split a district in two*

### **562 TWO DISTRICTS JOIN**

Sometimes internal borders make no sense whatsoever. Is this for bureaucratic, practical or esoteric reasons? What border is removed?

→ *Merge two districts into one*

### **563 A SUB-CENTER IN A DISTRICT FORMS**

A neighborhood specialized so intensely and so successfully it had to become its very own sub-district. What makes this place so distinct?

→ *Add a district within a district*

### **564 DRAMATIC TRANSFORMATION**

Poor districts are gentrified or residences are removed to make space for a new harbor. A coordinated or a natural development? And what about the old residents?

→ *Change the nature of a district*

### **565 THE CITY GOES UNDERGROUND**

Sewers? Deep wells? Cheap new living space? What are they digging for? Is this a common infrastructural practice? Are there other underground cities?

→ *(Add a landmark or a district)*

### **566 A LEVEL IS ADDED TO THE CITY**

Below, above, on the air, floating on the sea? Is this something other settlements have done as well or is the city unique?

→ *Add a district above or below the city*

## EVENTS: ENVIRONMENT

## D666 (611-666)

### 611 ECOLOGICAL IMBALANCE

Nature loses its footing and stumbles. Rivers move, swamps dry out. How do the animals adapt? What new resources or opportunities are created?

→ Remove a terrain feature or a resource

### 612 ECOLOGICAL DESTRUCTION

Imbalance turns to irreversible damage. A river dries out, a lake turns sour. Animals die. Bad luck or bad choices? What is lost forever?

→ Remove a terrain feature and a resource

### 613 FAMINE

The weak and sick perish first. How does the community adapt? What terrible measures do they have to take?

→ Remove a resource and a district

### 614 DROUGHT

Rivers run low and the ground thirsts for water. Has some other settlement meddled with the water? Or is the cause unknown? What do the people believe?

→ Remove a resource or a district

### 615 EARTHQUAKE

The ground shakes, buildings suffer and collapse. People die. How do the citizens rebuild? And how do they hope to prevent this in the future?

→ (Add or remove a terrain feature or remove a landmark)

### 616 NATURAL CATASTROPHE

A volcanic eruption, a catastrophic flood or a devastating hurricane. What is swept away in the disaster? And who survives this? Do outsiders provide help?

→ Remove at least 2 districts or landmarks

### 621 EXTREME TEMPERATURES

Freezing nights or unbearably hot winds wreak havoc. How do people and animals cope? And what parts of the infrastructure break down?

→ Remove something

### 622 TERRIBLE SEASON

A harsh winter or a scorching summer. An unusual season throws the city out of sync. What suffers under these conditions?

→ Remove something

### 623 TURBULENT WEATHER

Storms can bring disaster and inspire architecture. Lightning can burn towers and provide energy. How do people emerge after this phenomenon?

→ Remove something

### 624 BENEFICIAL WEATHER

An approaching army is hindered, storms destroy rivals or crops are plentiful. Does someone claim responsibility? Is this miracle commemorated?

→ Add something

### 625 BIBLICAL FLOOD

A neverending rainfall or a flood for the ages. There's more water than the city can handle. What is washed away? How do the lowest survive?

→ Remove two elements

### 626 THE SKY FALLS

Something falls out of the sky. A comet, meteorite or just a satellite? What does it crash into? What do people believe?

→ (Add or remove something)

Cities may be man made fortresses of stone and steel but even they are affected and influenced by their natural surroundings. Maybe the wilderness is a source of danger, or a source of food. Whatever it is, it can shape the city and leave its mark.

### 631 NEW DISCOVERIES

Valiant explorers or a change in landscape reveals lost caves, hidden valleys or a volcano. What values does this new place provide? What dangers does it bring?

→ *Add a terrain feature and a resource*

### 632 A NEW RESOURCE IS FOUND

A new lode of metals, a newly discovered useful plan. Which faction leads the exploitation? And what dangers does it bring? Do foreign spies know about this?

→ *Add a resource*

### 633 A NATURAL RESOURCE IS DEPLETED

A well runs dry, a lake is overfished. What worse alternative does the city turn to? How are existing skills and infrastructure reused? Are imports needed?

→ *Remove a resource*

### 634 NEW LAND IS CREATED

A hill is flattened, mountains are terraced or new islands are made. What does the city do with this space?

→ *Add a terrain feature*

### 635 THE LAND MOVES

The ground shifts and changes. A hill is pushed up, a mountain collapses. What force made this happen? Is it beneficial? Could it be sabotage?

→ *(Add or remove a terrain feature)*

### 636 THE LAND OPENS UP

The land stretches and opens up. A sinkhole forms, a trench opens, a mountain pass is formed. What falls in or crawls out?

→ *(Add or remove a terrain feature)*

### 641 A BOUNTIFUL HARVEST

Nature provides a massive bounty. What does the city do with this surplus? Do other settlements benefit from this bounty?

→ *(Add a landmark or a district)*

### 642 NATURE THRIVES

Abundant growth. Forests expand, plants spread and animals multiply. Why is this happening? Does the city exploit this abundance?

→ *(Add something)*

### 643 NEW LIFE

A new species of a plant or an animal is discovered. Is this a new mutation? Created? Imported? Or fallen out of the sky? What benefits or dangers does it bring?

→ *Add something*

### 644 EXTINCTION

An important species of animal or plant is eradicated. What kind of life was it? And what caused this sudden loss?

→ *Remove something*

### 645 PESTS IN THE CITY MULTIPLY

An explosion of rats, pigeons or cockroaches. What conditions lead to this growth? How are buildings changed to adapt?

→ *(Remove something)*

### 646 ANIMALS SWARM THE CITY

The creatures of the wild make the city their new home. Driven by curiosity or scarcity? Did someone or something encroach on their former habitat?

→ *(Add or remove a resource)*



<p><b>651 A WILD DANGER GROWS</b></p> <p>A danger from the wilderness multiplies and intensifies. Does the threat come to pass? Who suffers most? Were there warning signs?</p> <p>→ <i>(Remove something)</i></p>	<p><b>661 A PLAGUE SCARES THE CITY</b></p> <p>Rumors and tales of a disease spread, maybe it already reached the neighboring cities? How do officials and citizens react? Decisively or haphazardly?</p> <p>→ <i>A faction gains power or remove something</i></p>
<p><b>652 A PREDATOR APPEARS</b></p> <p>A new beast stalks the wilderness. Does it hunt men or does it prefer the taste of goat? What attracted it to this place in particular?</p> <p>→ <i>(Remove something)</i></p>	<p><b>662 A PLAGUE RAVAGES THE CITY</b></p> <p>A terrible disease has wormed its way into the city. Who is blamed for this? And how does the city cope? Do other places suffer as well?</p> <p>→ <i>Remove two districts</i></p>
<p><b>653 MINOR CIVIC FIRE</b></p> <p>Smaller fires spread through the city. People and buildings are lost. What laws, positions or rites are created to prevent this?</p> <p>→ <i>Remove a landmark or a district</i></p>	<p><b>663 INTERESTING TIMES</b></p> <p>An especially turbulent stretch of history. Is it a curse or a blessing? Is there a cause for this? Does this extend beyond the city?</p> <p>→ <i>Roll for two events and combine them</i></p>
<p><b>654 FIRE!</b></p> <p>The fire of a century tears through the city. Houses burn, people die. Accident or malice? What does the city do to prevent this from happening again?</p> <p>→ <i>Remove at least 2 districts or landmarks</i></p>	<p><b>664 SPACE EXPANDS</b></p> <p>The city strengthens its grip on the surrounding landscape. Did gods or machines make this possible? How is this land used?</p> <p>→ <i>Expand the map</i></p>
<p><b>655 WILDFIRES</b></p> <p>Dangerous fires ravage the countryside. Animals are displaced, harvests are ruined. Who do the people blame? And how do they cope?</p> <p>→ <i>Remove a resource or a terrain feature</i></p>	<p><b>665 A SUDDEN VOID</b></p> <p>A region vanishes off the map: Swallowed by a dark fog, the sea or hidden away by unnatural rays. What makes this region inaccessible?</p> <p>→ <i>Fill a region with "nothing"</i></p>
<p><b>656 UNEXPLAINED PHENOMENA</b></p> <p>Flickering lights in the sky, glowing shapes in the woods. Something strange is happening. What is it? Is it a good or a bad omen?</p> <p>→ <i>Change nothing</i></p>	<p><b>666 A SIGN OF THE END TIMES</b></p> <p>A rain of blood, a black hole opening in the skies. What terrific spectacle is it? And how does the city and the wider world react?</p> <p>→ <i>Add or remove something in a dramatic way</i></p>