

EX NOVO

a city-building game to generate playable settlements for use in other creative endeavors. Designed for 1 to 4 players with a playtime of about 2 hours. Created by Martin Nerurkar and Konstantinos Dimopoulos.



Ex Novo

A playable city generator

30. June 2020

Version 1.1

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Truschet et Hoyau, circa 1550

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Inspiration

Kill Six Billion Demons, Tom Parkinson-Morgan

The Quiet Year, Avery Alder

Invisible Cities, Italo Calvino

Sim City, Will Wright

Tales of the Arabian Nights

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BASICS

You (and up to three friends) take on the role of the guardian spirit of a freshly founded settlement. Its founding just brought you into existence. And with it it brought you your purpose: to witness its growth, shepherd its development and remember its stories.

During play you will make sense of the events happening as you draw and plan on a collaborative map of the settlement and its changing shape. In the end you will have created an interesting fictional place with a sense of history.

PLAY OVERVIEW

Play begins with a brief **discussion phase**. Here each player shares their assumptions and expectations. In this phase you will also determine the final size and age of the city.

If you play with multiple players, decide who begins. Our suggestion is to have the player go first, who last discovered something new about the city they live in. From there play proceeds in turns.

We begin with a **founding phase**. Here the basics of the settlement, such as its purpose or the surrounding terrain are determined. By following the predefined sequence of turns you will end up with an interesting starting situation.

After this you enter into the **development phase**. This is where the exciting history of your city is played out, and its shape evolves. The number of times this phase is repeated depends on the age of your settlement. During each phase you will add an interesting event that needs to be interpreted by the active player. Here the settlement will grow, transform or even shrink.

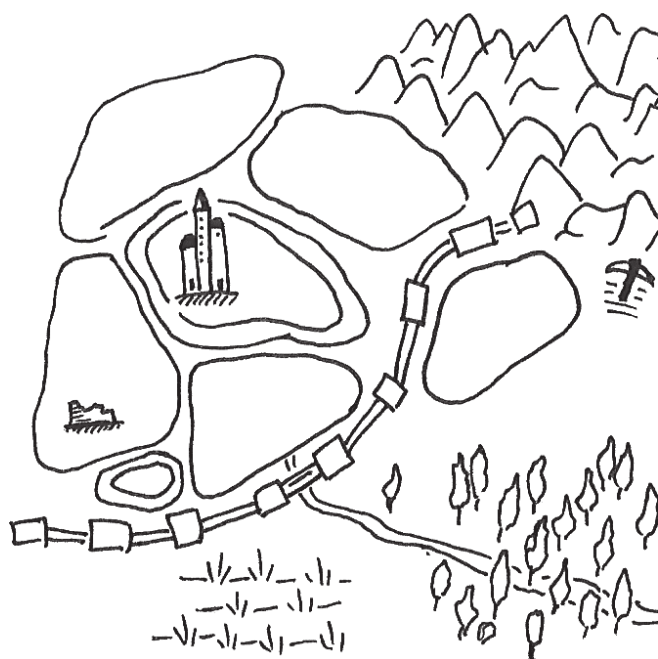
The final phase is the **topping out phase**. A few quick turns are taken to wrap up the development and tie off all loose ends.

Most turns, both during the founding and development phases, have the active player determine a result on a table, explain how that entry relates to the current situation and follow the **actions** stated. This usually means you get to add some feature or element to the city or its surroundings by drawing it on the map.

PREPARATION

To play Ex Novo you will need:

- **1-4 players**, you can create a city on your own or collaborate with some friends.
- **1-3 hours**, depending on the number of events during the development phase.
- **Three six-sided dice**, abbreviated as D6, ideally in different colors.
- **25 tokens**, like glass beads, poker chips or, preferably, little wooden people or houses.
- **A large sheet of paper**, that can be comfortably seen by everyone.
- **A few note cards**, to note down factions and other interesting things.
- **Pens or pencils**, simple writing implements for everyone, possibly in different colors.



SEQUENCE OF PLAY

Below you will find a description of the different turns and actions taken during the flow of the game. You will often have to make use of the **tables** at the back of the book. Each entry will provide you with a situation to make sense of and some actions that affect the **game elements** of your city.

1. DISCUSSION PHASE

Ex Novo is a collaborative storytelling exercise. The goal of the discussion phase is to ensure that, before play begins, all players are roughly on the same page in regards to their assumptions and expectations. This will help ensure a more enjoyable experience for everyone.

1.1. Setting assumptions

It is very useful to decide on a wider setting for the city, ideally one that everyone is somewhat familiar with. Otherwise you might end up with dragon-caves next to a high-tech train system.

Granted, that kind of thing can be pretty rad, if you're up for it. But if one player wants to create a high-tech city and another is going for high fantasy then you're probably bound for a mix of confused and disappointed faces.

So before you start play find common ground that everyone is excited about. That could be a post-apocalyptic settlement in the wastelands, the capital of a fantasy kingdom beset by dragons or even a cyberpunk city choked by smog.

1.2. Game expectations

What does everyone want from the game? Are you just hanging out for a fun evening of making something interesting, dark or goofy together? Or are you planning to create an interesting place to use for something else? Maybe as a backdrop for a story or your next role-playing game session?

If half of the table is going for something serious and useful, and the other half is just going crazy, then again confusion and disappointment are likely.

1.3. Target Size

This turn has you determine the target size of the settlement. Do not roll but instead simply pick a table entry. This entry will ask you to draw a number of lines on the paper to split the map into regions. Players take turns drawing lines. You will also set aside a number of tokens to represent the future citizens of the settlement.

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

1.4. Target Age

In this turn you set the target age of the settlement: This will determine how old the settlement will be when the game ends. Pick an entry from the appropriate table. Additionally target age determines how many development phases you will play. This means it also determines how long the game will last.

- *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. FOUNDING PHASE

In this phase you collectively determine the starting conditions of your settlement. The starting player begins and then play continues in turns, with the active player changing clockwise after each turn. Each turn has you consult a different table, which will lead you to the founding moment.

2.1. Major Geography

Find out what kind of region this settlement was founded in.

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

2.2. Terrain Features (x4)

This turn is repeated four times. Each time you discover a new terrain feature and add it to the map.

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

2.3. Founding Location

Now we have the surroundings, let's find out what about this place was special enough to found a settlement here. Access to a useful trade route? Terrain that is easy to fortify or defend?

- *Roll on the Purpose-Location table*
- *Draw a related landmark or resource.*

2.4. Settlement Decision

This turn tells us who initiated the founding of the settlement. The options range from an accident all the way to a divine commandment.

- *Roll on the Purpose-Decision table*
- *Draw the first settlement district*
- *Move one citizen token from the pool to the city (place it close to your settlement)*

2.5. Starting Hierarchy

The people have settled, time to figure out how they organize their lives. This turn determines the power structures of the community. It also tells us how these people got here. Draw the path and/or the vehicle that got them here.

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

2.6. Community Factions

In this step we figure out how power is shared or split within the community. This will produce a number of factions. The active player rolls and determines the factions and adds the first landmark. Then the next player adds the second landmark until all have been placed.

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

2.7. Name the City

The final step before we can begin the development is to name the city. If you're hard pressed for a name, simply pick a feature of the terrain or surroundings and use that. Starting with something like Gulltown or Lower Darkwood is perfectly fine.

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

3. DEVELOPMENT PHASE

This phase represents the unpredictable events that change and shape a city as time passes. This sequence will form its turbulent and fascinating history. The development phase is repeated multiple times, alternating players after each phase.

3.1. Historic Event

You determine a random event and then try to make sense of it within the story of the settlement. The questions with each entry are inspirational prompts and may be ignored or changed at will. You may also ask the other players for ideas or listen to their contributions.

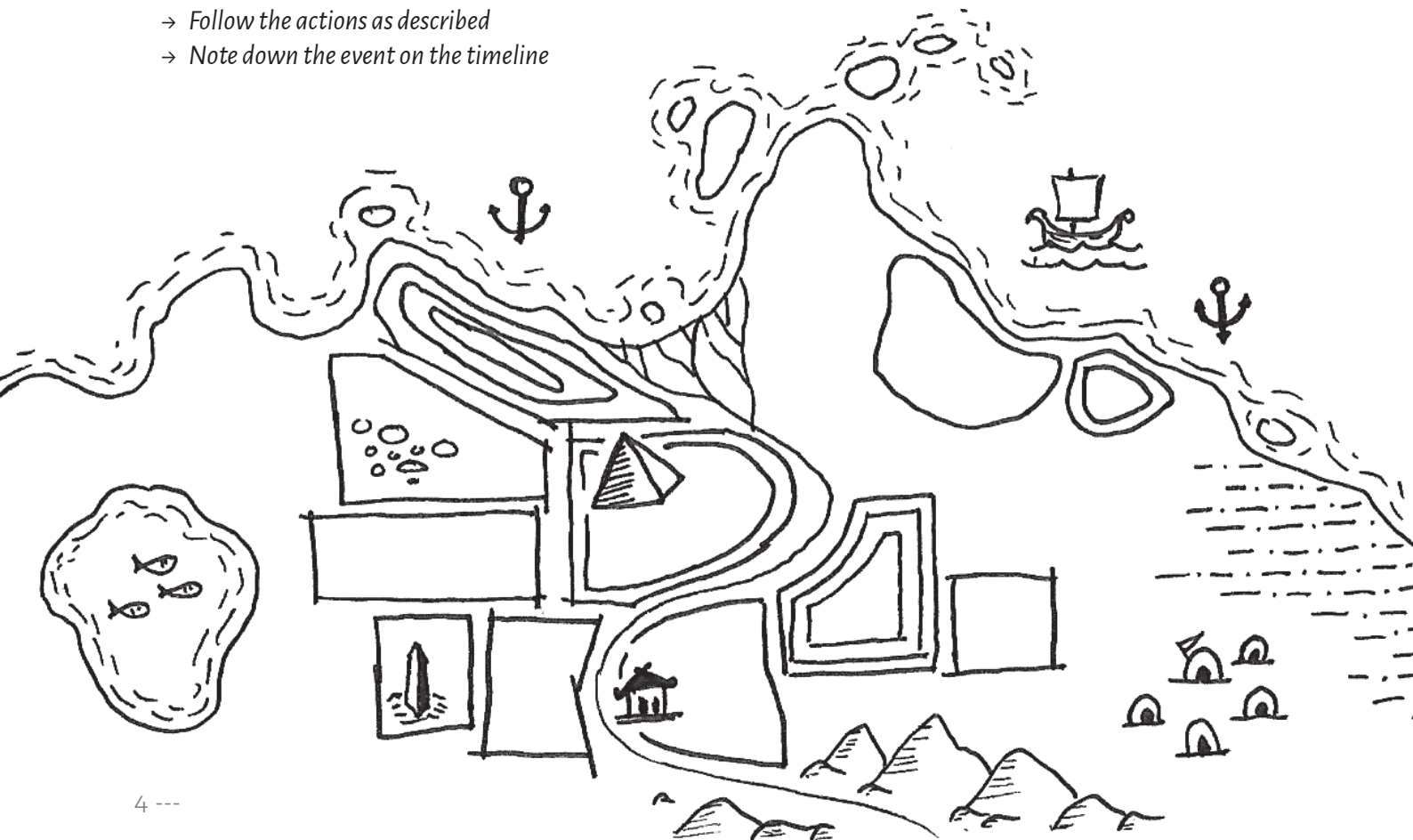
Often the results of the table will ask you to put something on the map. Once you're done you may want to write down the name of the event to provide a record of the city's history

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

3.2. Natural Growth (optional)

If you want to, you can use a citizen token from the pool to add a district to the map. This means that during this period the city grew normally, from its usual mixture of a high birth rate and immigration. Don't worry if you don't spend all tokens by the time you're done with the city.

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



4. TOPPING OUT PHASE

Topping out is what you do when you're done with the basic shell of a building. So now, after all the historic events are done it's time to wrap up the settlement. During this phase you get to spend all remaining citizen tokens and put your final touches on the settlement.

4.1. Remaining Growth (xTokens)

In regular player order, you take turns using the remaining citizen tokens for districts. However during this phase you cannot add new districts directly. You may only increase the density of existing districts, but this may still cause spillover districts according to the rules for adding districts. This represents normal city growth that had happened earlier but wasn't properly noticed.

- *Move a citizen token from the pool to the city*
- *Increase density of an existing district on the map*

4.2. Name a feature (xPlayers)

As a final finishing touch, each player gets to name one feature on the map, even one that wasn't put down yet. This could be a famous mountain, a road, a city gate or a river. If you're starved for ideas, simply name it after yourself. Martin's Gate or Mount Konstantinos are perfectly fine.

- *Name a feature of the city or environment*
- *Add a landmark as needed*
- *Sign the map (optional)*



ELEMENTS & ACTIONS

The city consists of different elements that are added and changed over time. Most of them have some sort of symbol that represents them on the map and all of them can be modified by actions during play.

OVERVIEW

The different game elements that can be added, changed or removed are:

- **Regions**, abstract units of space
- **Terrain**, areas of interesting geography
- **Landmarks**, objects or places of interest, that may be related to factions or resources
- **Resources**, things of value to the city
- **Citizen Tokens**, represent the people living here
- **Districts**, areas where people live
- **Factions**, organized groups with agendas

Factions are written down on note cards as they appear but every other type of element is always drawn directly on the map.

Adding elements

This means you can add a new game element to the map. You can find more details on how this works for each game element in this chapter.

When you add a feature to the map, you may always name it.

Transforming elements

Instead of adding an entirely new element you can instead transform an existing element. This change needs to be substantial and should find expression on the map in some form.

Instead of creating a new landmark, for example, you could state that the existing museum is expanded and improved, and then add another wing to its symbol on the map.

Removing elements

When you are asked to remove a game element that doesn't mean you simply cross out or erase the corresponding symbol from the map.

Cities are physical things and buildings don't just vanish. Building material is reused, old ruins remain, a temple is repurposed as marketplace. People will find a way to make use of what is there and will remember what was important.

Always make sure you leave a remnant landmark behind. A district is deserted and removed from the map? Put a landmark of the ruins of the abandoned houses in its place.

In some cases it might not even make sense to leave a landmark behind, but then think about how this change might express itself in the city, even if it is not visible on the map.

Drawing the map

When you're drawing as part of play it's not about creating an accurate representation or a beautiful picture. Your map is a working document and so speed and readability are much more important than pretty visuals. Especially since a mudslide could destroy that painstakingly drawn house at any time. Keep it fast and loose and make sure everyone understands what you're drawing.

Off the map

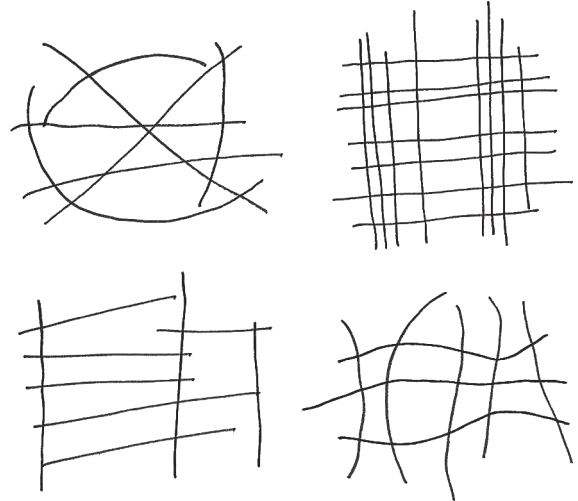
If you need to draw a representation for something far away (like the reclusive vampire count ruling over these lands from afar) then draw something symbolizing it close to the edge of the map that's most relevant. For example: Draw a quick drop of blood for the vampire count and put it next to the road that leads to their faraway castle.

REGIONS

A region is an abstract unit of space that provides a sense of scale and that helps you shape your city. Individual regions can have individual characteristics, such as a difference in vegetation or elevation, but that is not required.

Drawing regions

When you split the map into regions you are not limited to straight lines. You can use circles or squiggles to create an organic structure instead. Using a lighter color for the region lines is useful to differentiate them from other elements.



TERRAIN

Terrain is the catch all term for all things topological and geographical. Anything from mountain ranges, to volcanoes and rivers is part of this.

Drawing terrain

Simple elements like rivers or singular hills can be drawn directly. But for larger areas like a massive forest, drawing every single tree will slow game-play down too much.

Instead draw a dashed outline for the general terrain and fill it with a few simple icons of the type of landscape within it. A set of three waves for a giant lake or a simple scattering of a few dozen trees for a massive forest. Using different colors can also be useful here.

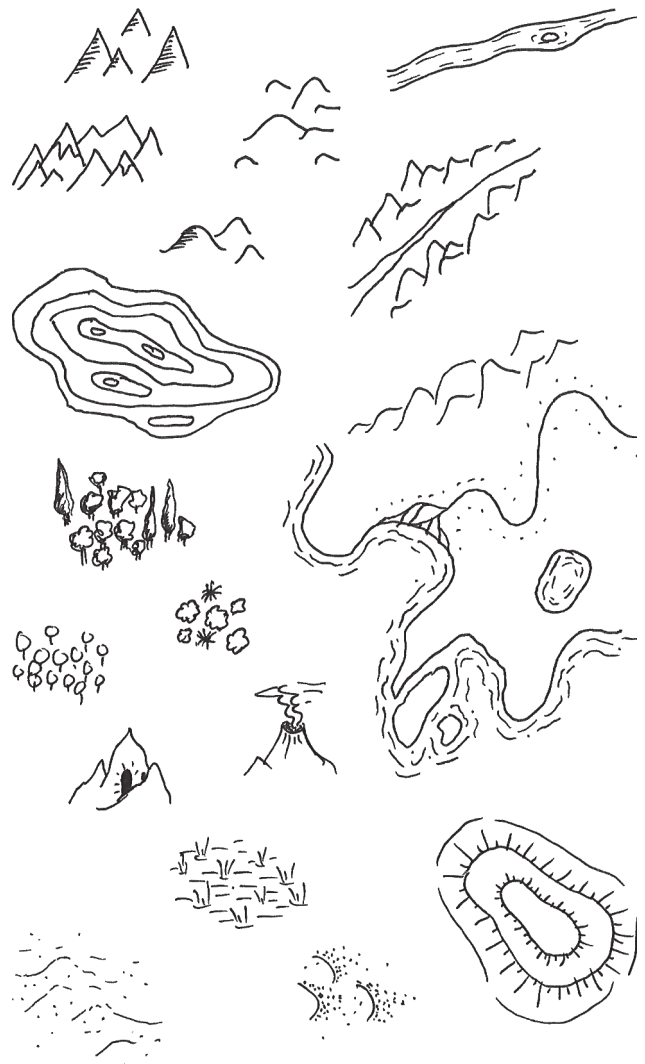
Adding terrain

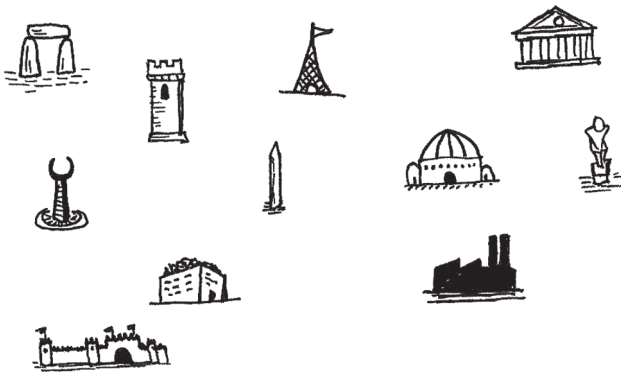
When you add terrain to the map, simply draw a shape that best represents the feature.

Removing terrain

If you remove a terrain feature transform it accordingly. A river dries out, a forest burns down. Both leave something behind. Sometimes this can be symbolized by changing the representational icons inside.

The trees of a forest get replaced by the burnt out husks after the woods have been ravaged by a forest fire.





LANDMARKS

Landmarks are buildings or places that stand out. These may be things like an important statue, a major trade route, the fishing harbor, an imposing mountain of legend or a wizard's tower. Draw simplified representations for these as they pop up.

Note that landmarks have no size restrictions. A landmark could be the massive stone walls encircling the city, the imperial road crossing the entire map or a tiny restaurant of renown.

Adding landmarks

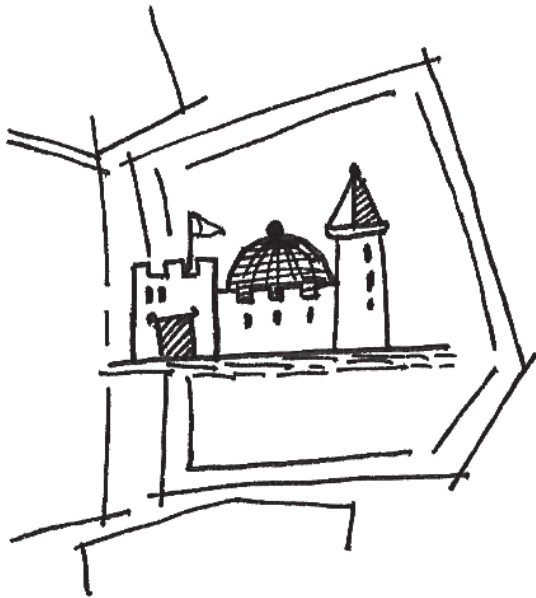
When you get to add a landmark you can either construct a new one, or re-purpose and even re-discover an existing one.

This could lead to a new statue being erected, an existing building being used differently or a restaurant rising to prominence. Add an appropriate symbol to the map or change an existing one as needed.

Removing landmarks

If you're instructed to remove a landmark this means that a landmark of your choice falls into disuse, is destroyed or otherwise degraded.

A tower is demolished, a bridge collapses. Transform the symbol to one representing its new state. If its physical representation is completely destroyed you can remove it altogether.



RESOURCES

Resources are the sources of wealth for the city and the sources of power the factions struggle over. These can be concrete things such as gold or abundant fish but can also be representations of more abstract things such as skills or knowledge.

A resource is always directly represented on the map with a symbol of your choice. If the city makes use of the resource and if it makes sense you may also add a landmark. For example the landmark for "abundant fishing opportunities" could be the fisher's harbor.



Adding resources

When you add a resource, that means that a new source of value is discovered, developed or an existing one is transformed.

For new resources you may add a **landmark** that represents the object or its use. A mine, a harbor, the alley of craftsmen.

Also, as a resource appears it often makes sense to associate it with the faction that exploits or uses it.



Removing resources

A resource is generally removed because it has been depleted, lost or otherwise no longer provides appropriate value. Transform the resource's symbol and the landmark associated with it appropriately.

CITIZEN TOKENS

Citizen tokens represent the people living in the city. As you begin play you start with the majority of your available tokens in the **growth pool**. These people aren't part of the city. This pool represents the growth potential of your settlement.

Moving tokens

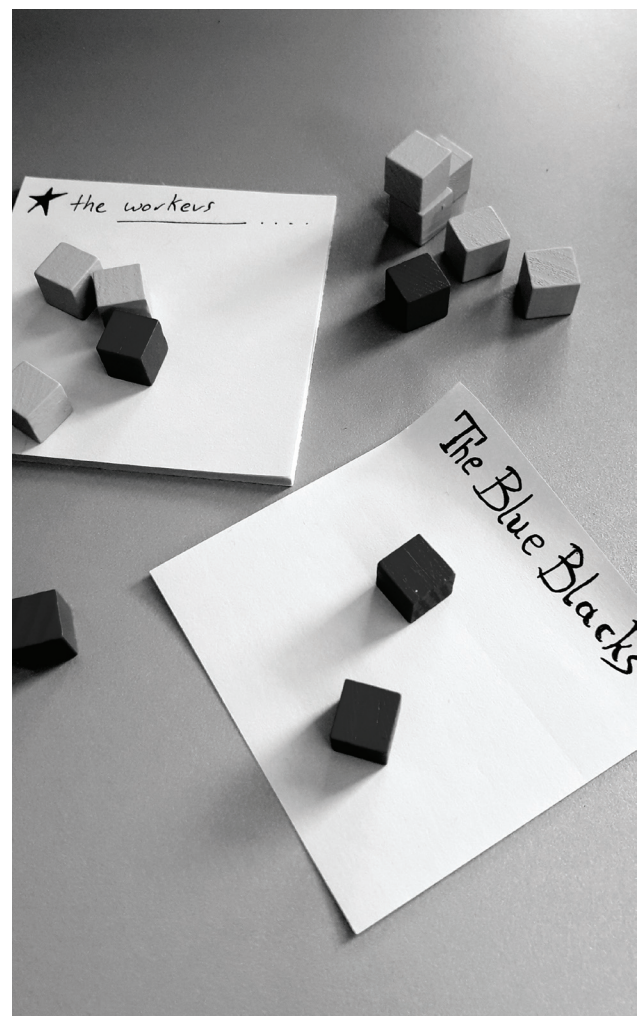
As you add districts during play, these tokens are moved into the **city** and/or to **factions**.

Tokens moved to the city are placed on the map close to the city. These symbolize the people living in the city that do not directly support one of the factions. Lethargic or politically disinterested.

Tokens moved to a faction are put on the appropriate note card. These people represent clear and devoted supporters for this faction.

Removing tokens

If you remove a district from the map you will also need to remove a citizen token. This can come from either the city or one of the factions. Simply move it back into the growth pool.



DISTRICTS

Districts are the places where the people of the city live, work and socialize. These are generally mixed use but you can, especially in more technologically advanced cities, mark the districts for residential, industrial or mixed use as you add them.

Districts are closely linked to the citizen tokens and have a density from 1 to 3.

Drawing districts

For districts draw an irregular blob that demarcates the district's shape. It should be roughly the size of one region. If your regions are vastly different in size just make sure districts have sizes that relate to one another.

As you draw a district, it may be helpful to set its outline a slight distance back from the region lines to clearly differentiate the two. For a more urban feeling use angled lines for the silhouette instead of organic shapes.

But in any case do not draw individual houses. Instead make sure to leave enough room for interesting landmarks to appear.

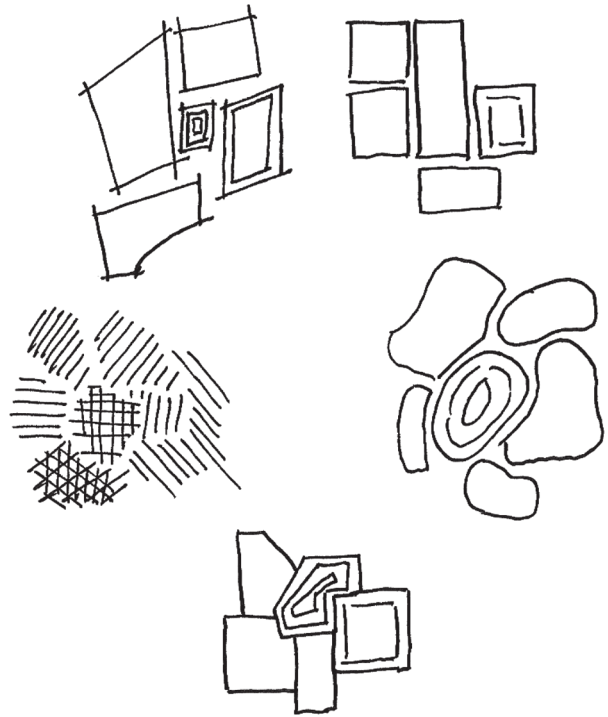
District density

As a district gains in density repeat the outline to represent the density. One line is a sparse and spacious district. This could be a more rural area or a hill filled with expensive mansions. Two lines imply urban living, mostly streets and houses with a few plazas. Three lines represents high densities, houses piling on top of each other.

Adding districts

When you add a district, you can choose to either add a new district or to increase the density of an existing district by one.

When a district is added you **move one citizen token from the pool to the city**. If no citizen tokens remain you can still add a district if an action forces you to.



District spillover

If you want to or need to increase the density of a district that's already at max, the people's need for housing will persist, and finds its expression in a new district of improvised and cheap housing. Place this wherever there's space and/or material to build, generally nearby and on the outskirts of the city. This is called the **district spillover** rule.

Removing districts

When you are asked to remove a district, this means people die or move away and houses are abandoned or destroyed. If you want to remove a district, you can only outright remove a density 1 district. Higher density districts have their level of density reduced instead.

When a district is removed **move one citizen token from the city or the factions back into the pool**.

And remember, if a district is removed completely, something usually remains. Maybe ruins, a field of debris marking the site of a battle or a new wall built out of the building material no longer in use.

FACTIONS

Factions are crucial in keeping the history of the city alive. Factions can be very specific groups of people like “the council of elders” or they can be a more nebulous movement like “rebellious factory workers”. Factions can also be forces outside the city such as the “tyrant king” or the marauding “merfolk pirates”.

Important is that the factions have some power to affect the city, either from the top down, the bottom up or even from the outside.

Faction power

Factions make use of the citizen tokens to represent their power over the people of the city. As a faction gains or loses power citizen tokens are moved to and from its note card.

These tokens are a rough representation of the sway and influence a faction holds. The more of a city's population is loyal to a faction, the more it can change and influence.

Adding a faction

Factions are not buildings and so they are not directly visible on the map. Instead you record each faction on a note card, ideally with their name and a quick symbol representing them.

And, just like **resources**, factions always generate a **landmark** to represent them: Their headquarters, a frequent, secret meeting place or something else of value to the faction and its supporters.

If it is possible, also assign an existing **resource** to a faction as it appears. This resource is what gives the faction its power and makes it relevant.

And lastly, when a new faction is created you need to **move at least one citizen token directly to its note card**. This token should generally come from the city but can be taken from another faction as makes sense based on the story you are telling.



Removing a faction

If a faction is removed its headquarter landmark (or any other landmarks associated with them) is generally repurposed, if not destroyed. And any associated resources are soon to be gobbled up by other factions, if possible.

When a faction is extinguished, **any citizen tokens remaining on its note card are moved to the city or other factions as needed**.

Gaining power

When a faction gains power, take any number of citizen tokens from the city or from other factions and move them to the faction gaining power. This represents people supporting this faction and joining their side.

Losing power

If a faction loses power, move any number of citizen tokens from the faction back to the city or spread them out among the other factions.

This shows the citizens no longer supporting the faction and either abandoning it for another one or simply no longer being involved.

EXAMPLE OF PLAY

In the following example Vivi and Konstantinos play together to create the example town of Amalthea.

1. DISCUSSION PHASE

We decided to set our city in a typical fantasy setting played straight. We would be the guiding force driving sturdy hobbits towards urban life.

Scale: Size

For the settlement's size we picked **1**: A village. We drew 5 region lines and set aside 3 citizen tokens.

Scale: Age

As for the village's age we picked **1** again: Nestling, which gave us 4 development phases.

2. FOUNDING PHASE

Then we moved to the founding phase.

Terrain: Geography

First we rolled 2d6 for the overall geography scoring an **8**: Our village was set in a riverland. A wide, tame, gently snaking river was drawn on the map.

Terrain: Features

Then we took turns rolling 2d6 and got a **7** (a second, smaller river rich in salmon to the north), a **4** (a small mountain range populated according to legend by werebeasts further north), a **6** (woods hiding tasty mushrooms and rich game to the south), and finally a **3** (caves leading to a necromancer's dungeon in the mountains).

Purpose: Location

The dice showed a **6**: The fertile land between the rivers led the hobbits to this place.

Purpose: Decision

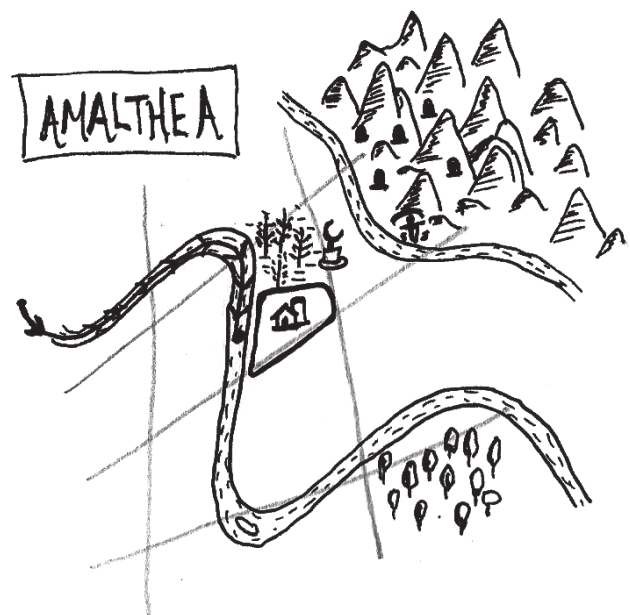
The village was founded following the business venture of a young noble (we did roll an **8** for this table). Of course the King of All Hobbits did grant said noble the right to go forth with this scheme.

Power: Hierarchy

The first settlement district drawn on the map, and a token was placed close to it, before rolling a **5** on 1d6 and determining that the village was ruled by a caste of nobles. The initial settlement position was approached by boat, and via the main river.

Power: Factions

For the factions we rolled a **6** and got ourselves a complex web of power for our tiny village. These would have to be the (leading) Nobles, the Peasants, and the accompanying Warriors. A landmark for each faction was placed on the map: a small town-hall for the Nobles in the village center, a shrine to the moon for the Peasants next to the fields, and a sword signifying the training grounds of the Warriors at the foot of the mountains. The token was moved on the Nobles' faction card (well, post-it note).



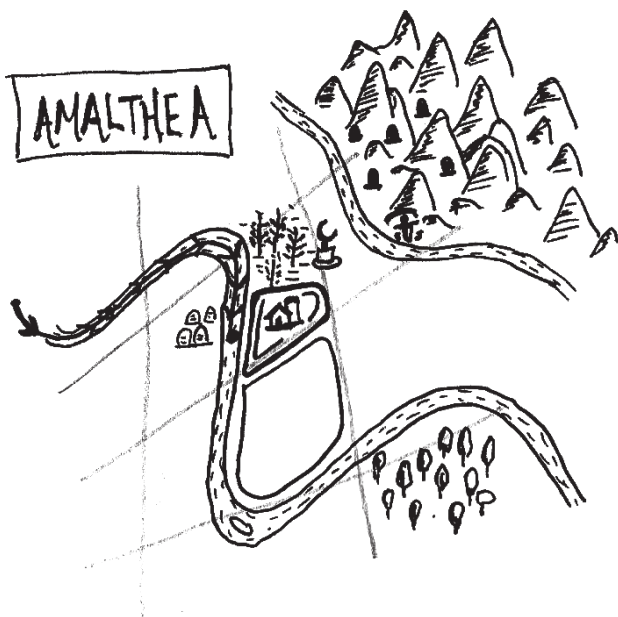
3. DEVELOPMENT PHASE

Our first d666 roll came up with a 4, a 2, and a 5, and so we looked up entry **425**. “Outsiders arrive” and it seemed that this already idyllic village of plenty was welcoming new arrivals as word of its fertile fields spread. A new district had to be sketched for the booming population. Then a second citizen token was moved to the Nobles as the initial village district was given some extra density.

Next, a 5, a 2, and a 4 were rolled on the d666. According to the table, entry **524** demanded “A place for the dead” and we simply had to draft a small landmark for our graveyard. This was placed outside the town and far from the suspiciously looked-at mountains. Our settlement now started vaguely resembling something interesting.

The next event (**354**), “A new industry takes root”, led to the addition of a hunting-and-game resource near the rich woods.

As for our final roll on the Events table it was a **263**, which meant that a “Discussion of equality” between the factions and their subdivisions happened; this, of course, led to nothing spectacular. In the spirit of equality though we decided to add a token on the Warriors’ faction and create a new district for them. As nobody was looking we used a token that was not in the original pool; we felt both cheeky and magnanimous.



4. TOPPING OUT PHASE

To add a bit of extra life (and intrigue) to the nestling, hopeful village of Amalthea we spent our final citizen token to add population to the latest district, which we then called “The Knives”.

We graced it with a nice, sturdy, warrior-esque castle of a landmark, because it seemed fitting - even though there's no rules for it.

As a final flourish we gave the major river a fitting name: “The King’s Way”.



APPENDIX: FURTHER MAPMAKING

This chapter offers a number of further ideas, rules options and thoughts on playing Ex Novo and making city maps. If this is your first time playing or reading Ex Novo don't worry too much about these.

URBAN USES

If you want to keep the settlement for use somewhere else, you might want to end the session by writing down all the important things that have not found expression on the map. Also make sure that all the symbols will still be readable a few days later.

Continuing Play

Note that if you plan to use the city in a role-playing game or something similar, you are not forced to start play in the completed version of your city.

You could go a few events back and introduce the city there, keeping future development as inspiration for possible future events.

And you can always roll on the events table to see how the city develops during your story.

Refining the map

If you plan to create a cleaner version of the city map, we recommend that you start by drawing the main roads between important landmarks. Think about which way people would frequently travel and start there.

Then separate your actual districts into blocks or smaller groups of houses.

You may also want to look at other maps for inspiration, and add appropriate details like a compass needle, a scale and so on.

A SENSE OF SCALE

If you want to get a rough estimate of your city's size and scale, the following rough measurements may help you figure these things out:

Region size

If you have relatively equally sized regions you can consider them to have an area of about 1 square kilometer.

Population size

Use the following table to get a rough estimate of the number of people living in your settlement:

City Size	Density 1	Density 2	Density 3
Village	100	250	500
Town	150	500	1.500
Small city	200	1.000	5.000
Medium city	350	2.000	10.000
Large city	500	4.000	20.000
Metropolis	1.000	10.000	50.000

Tracking Time

Time in Ex Novo is nebulous by design. The rolled events represent the dramatic moments within a longer span of time. But if you want to estimate time more closely, you can roughly consult the following table:

City Size	Duration
Nestling	5-10 years
Budding	10-20 years
Grown	20-50 years
Aged	40-80 years
Elderly	50-100 years
Ancient	80-150 years

DIVERSE DEVELOPMENT

If you are looking to spice up the development of your city a bit, here are some rules you can try:

Unpredictable Scale

If you don't mind leaving your playtime up to chance, and you crave uncertainty, then you can move the turns that determine size and age from the preparation phase to the founding phase. And then simply roll on the appropriate tables.

Open ended

If you want complete freedom you can skip the steps to set the time and scale of your city during the preparation phase. Simply start with a large map, and set aside 25 citizen tokens. Then repeat the development phase until you feel like you've got something interesting.

Temporal Determinism

If you want to adapt your city development to a specific timeline you have in mind, then you can simply note down the number of time events you have after the preparation stage. Possibly as boxes at the side of the map.

Then simply pick some specific events that you know will happen at the appropriate points in time and write them next to the empty boxes on your development phase timeline. You will play through the development phase as normal. However when you hit a pre-defined event, do not roll on the list but play out the one you have already selected instead.

Closed start

You have a specific starting settlement in mind? Or maybe you have a city from a previous game of Ex Novo, that you want to continue?

You can either go through the preparation and founding phase as normal but simply pick the appropriate entry instead of rolling.

Or you can skip the founding phase completely. Instead draw regions and the current state of the city and its surroundings. Then add your factions and resources and proceed with the development phase as normal.

Less Random

This option gives you a bit more control over the results you get during play.

At the start of the game, every player gets five six-sided dice of a special color. These are called correction dice.

Now during play, whenever a player gets a dice result they are not happy with, they may roll one of their correction dice and then have it replace one of the dice they rolled normally.

If that's not good enough, players can keep rolling their remaining correction dice until they exhaust them or get an outcome they like.

TABLES

During many steps of the game you'll be asked to either pick an entry from a table or randomly determine one. To randomly find an entry you will have to roll one or more dice, and then look up the entry on the appropriate table that corresponds to the number rolled.

1. DETERMINE YOUR ENTRY

Sometimes you can freely pick the entry of your choice but in most cases you will have to roll a number of dice to randomly determine one.

The number of dice to roll are indicated at the top right of each table. There are three options for dice rolls:

- **D6:** Roll a single six-sided dice and simply use the number shown (1-6)
- **2D6:** Roll two six-sided dice and add the results together (2-12)
- **D666:** Roll three six-sided dice in sequence, each dice representing a digit (111-666)

For the **D666** you will need a method to consistently put the dice in the same order. You can either roll them in sequence, use colored dice and determine the order by color or you can roll them and go from the leftmost to the rightmost.

2. READ ALOUD

Once you've determined your result, read its name and description aloud for all players at the table.

Each table entry consists of a few things:

- **Number:** This tells you what number the entry corresponds to.
- **Name:** This is a quick description of the event.
- **Description:** This tells you what the event is about and may pose some relevant questions.
- **Actions:** Each entry may contain one or more actions that need to be taken.

3. FIND YOUR ANSWERS

Your job is to then make sense of the entry for the story of your shared city. Many entries will feature questions that provide a jumping off point for your story but don't feel bound by them.

Let yourself be inspired by the actions that have gone before and try and continue their stories if it makes sense.

4. PERFORM ACTIONS

After you have figured out the story you may have to perform some stated actions. There may be any number of actions, sometimes even requiring you to choose between multiple options or leaving it completely up to the player's choice.

Actions written in parentheses are optional. You can perform these if you feel that they fit the story you are telling. If not, don't worry about them.

Decide which of the given options best fits your urban narrative and then resolve the actions according to the rules.

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>→ <i>Split the map with 5 lines, set aside 3 citizen tokens</i></p>	
2	TOWN
<p>Big enough for some non-essential infrastructure and even a few talented craftsmen or merchants.</p> <p>→ <i>Split the map with 7 lines, set aside 5 citizen tokens</i></p>	
3	SMALL CITY
<p>Large enough for a market place and maybe even a school.</p> <p>→ <i>Split the map with 9 lines, set aside 8 citizen tokens</i></p>	

4	MEDIUM CITY
<p>A sizable city with multiple specialized industries and a constant need for food imports.</p> <p>→ <i>Split the map with 11 lines, set aside 13 citizen tokens</i></p>	
5	LARGE CITY
<p>Big enough to be the capital of a nation and to hold at least one university.</p> <p>→ <i>Split the map with 13 lines, set aside 18 citizen tokens</i></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>→ <i>Split the map with 15 lines, set aside 25 citizen tokens</i></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>→ <i>Mark 4 development phases on the map</i></p>	
2	BUDDING
<p>A settlement that has already put down some roots for the storms that are yet to come.</p> <p>→ <i>Mark 6 development phases on the map</i></p>	
3	GROWN
<p>At its respectable age this city has seen a handful of generations live and die.</p> <p>→ <i>Mark 10 development phases on the map</i></p>	

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

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

A single towering volcano or a chain of smaller ones. Do the people remember any eruptions? Is it still active? How do they appease it?

→ *Add the terrain feature*

3 CAVES

A single notable cave or a region riddled with holes. Where do these caves lead? And what calls these holes its home?

→ *Add the terrain feature*

4 MOUNTAINS

A lone mountain or a small mountain range. What riches do these mountains hold? And what destroys the careless?

→ *Add the terrain feature*

5 HILLS

One big hill or an area of rocky or rolling hills. What hides among the grasses and trees here?

→ *Add the terrain feature*

6 WOODS

An area of forest, maybe rainforest or grasses as tall as a man. What hides in these trees?

→ *Add the terrain feature*

7 RIVER

A smaller branching river or a large meandering one. What travels on this river?

→ *Add the terrain feature*

8 LAKE

A larger lake or a series of smaller ones, maybe an oasis. What forms this lake? And what creatures frequent it?

→ *Add the terrain feature*

9 WETLAND

A swamp region, a marsh, a bayou. What useful but disgusting thing lies below the surface?

→ *Add the terrain feature*

10 DEPRESSION

A basin, crater or valley, a stretch of land lower than its surroundings. Is it sheltered or exposed?

→ *Add the terrain feature*

11 TRENCH

A canyon or fjord, chasm or rugged cliffs. What animals live in these walls? What can be found at the bottom?

→ *Add the terrain feature*

12 BARREN

A region of wasteland. A desert, sand or salt or a stretch of volcanic waste. What created it? And do the settlers dare enter it?

→ *Add the terrain feature*

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)****2 RUINS OF A FORMER SETTLEMENT**

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*

3 TRAVEL ROUTE

Access to people and travellers is what makes this valuable. Who travels here? And what waits at the end of this road?

→ *Add a resource*

4 TRADE ROUTE

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*

5 VALUABLE NATURAL RESOURCES

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*

6 USEFUL NATURAL RESOURCES

Metals for war or wood to build. What useful materials are present? What makes them so valuable?

→ *Add a resource*

7 ABUNDANT EDIBLE PLANTS

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*

8 ABUNDANT EDIBLE ANIMALS

Great hunting grounds, abundant fish or perfect pastures. Why do animals flock here? And how do the people treat these beasts?

→ *Add a resource*

9 DEFENSIBLE LOCATION

Natural defenses make this location secure. What threats does it protect from?

→ *Add a resource*

10 STRATEGIC LOCATION

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*

11 FAVORABLE CLIMATE

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*

12 CULTURALLY IMPORTANT LOCATION

A holy place or the site of ancestors. What makes this place important? What rites are practised here?

→ *Add a resource*

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.

PURPOSE: DECISION**2D6 (2-12)****2 BY ACCIDENT**

A shipwreck or a simple camp that somehow turned into a town. How did this happen? And who was responsible for the accident?

→ Add the first district, move one citizen token to the city

3 PLANNED AS TEMPORARY SETTLEMENT

This temporary outpost turned proper settlement. What made people change their plans? What signs of its temporary nature persist?

→ Add the first district, move one citizen token to the city

4 NOMADS SETTLING DOWN

What catastrophe or windfall made them change their lifestyle? What nomadic rites skills are still taught?

→ Add the first district, move one citizen token to the city

5 REFUGEES IN NEED

Something destroyed their last home. What disaster was it? And what important customs and memories did they preserve?

→ Add the first district, move one citizen token to the city

6 SETTLERS LOOKING FOR FREEDOM

What kind of freedom is important to this community? And what oppressive authority did they leave behind?

→ Add the first district, move one citizen token to the city

7 PIONEERS LOOKING FOR OPPORTUNITY

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?

→ Add the first district, move one citizen token to the city

8 A BUSINESS VENTURE

All because of a shrewd business calculation. Who put this venture together? And what did they forget to plan for?

→ Add the first district, move one citizen token to the city

9 COLONIZATION EFFORTS

The time-honored practice of putting people down somewhere to claim land. In whose name did this happen? And who are the indigenous people?

→ Add the first district, move one citizen token to the city

10 EXPLORATORY OUTPOST

Brave explorers for science or for the military. Who sent this expedition? And what were they hoping to discover? What did they find instead?

→ Add the first district, move one citizen token to the city

11 A RULER'S WHIM

A city to please a single ruler. Why did they want this city? And did the people settle here willingly?

→ Add the first district, move one citizen token to the city

12 DIVINE COMMANDMENT

Whether real or imagined, but some otherworldly being picked this spot. How did the believers know this? And what were they promised?

→ Add the first district, move one citizen token to the city

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 fulfill a need, but it could also be by accident or based on a spur of the moment decision of some remote ruler.

POWER: HIERARCHY**D6 (1-6)**

1	UNSTRUCTURED COLLECTIVE
Basic village communism or rampant anarchy. How do people deal with outsiders or dissidents? → <i>Draw the route that led here</i>	
2	COMMUNAL VOTING
People get together and vote on issues. But what makes a citizen eligible to vote? → <i>Draw the route that led here</i>	
3	IMPROVISATIONAL HIERARCHY
Experts or rulers are called together when needed. Who manages this process? How are these people selected? → <i>Draw the route that led here</i>	

4	GOVERNING COUNCIL
A select few hold the reigns. How is this council formed? What qualities do its members possess? → <i>Draw the route that led here</i>	
5	RULING CASTE
By gods grace, by birth or by blood, some are just destined to rule. What makes these people special? And how do they enforce this hierarchy? → <i>Draw the route that led here</i>	
6	SINGULAR RULER
One throne, one crown. What authority grants the ruler their mandate? Who allows them to remain in place? → <i>Draw the route that led here</i>	

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)**

1	UNITED FRONT
A singular faction in power. What shared hope or fear binds these people together? → <i>Add one faction</i>	
2	SEEDS OF DISSENT
Two factions, one in control, and the other newly born. What questionable decision led to this new faction? Or did values diverge? → <i>Add two factions</i>	
3	INTERNAL TENSIONS
Two factions, one in control but struggling, the other resisting. What makes it hard for the leading faction to remain in control? → <i>Add two factions</i>	

4	UNEASY ALLIES
Two factions, working together begrudgingly. What animosity have they set aside to cooperate? Or was it a shared threat? → <i>Add two factions</i>	
5	STAUNCH ALLIES
Two factions, working together amicably. Which fragile bonds bind them together? What would break them apart? → <i>Add two factions</i>	
6	COMPLEX WEB
Three factions, a delicate balance of interests. Which faction is oldest? How do they share power? And what ambition drives the others? → <i>Add three factions</i>	

The power within a hierarchy is often split up among several factions. This table tells you how united or divided the people in 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 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 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. Why are weapons needed?

→ *The ruling 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 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*

122 SKIRMISHES OVER RESOURCES

The control of a crucial resource leads to conflict, and even to a few battles. What is contested? And who wants it?

→ *Add or remove a resource*

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?

→ *Remove a resource, (remove 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 into 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 run out of steam. Why can't the city let go?

→ *(Remove a district)*

132 A WAR IS WON

Was it a bloody war? Against who? What did the city win?

→ *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 up to three elements*

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)*

135 A SIEGE IS ATTEMPTED

Who besieged the city? What did they want? Why was the siege lifted?

→ *Remove a resource or landmark*

136 A SIEGE IS SUCCESSFUL

With the defences overcome, and after a long war the city falls.

→ *A new leading faction appears*

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?

→ *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*

144 A SPY HAS STOLEN SECRETS

What were these secrets? What damage could be done to the city with such knowledge?

→ *(Remove something)*

145 A TRAITOR IS UNMASKED

Was it someone in a position of power? Who was he working for? How was he discovered?

→ *A faction loses power*

146 A PEACE IS BROKERED

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

→ *Add a landmark*

151 A TIME OF PEACE

Peace brings prosperity. The people are happy. How do they spend their new time of peace 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 instead?

→ *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*

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)*

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

Is it a border inside or outside the city? Who is it protecting from?

→ *(Add a landmark)*

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 BELOVED LEADER RISES TO POWER**

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

→ *Add a faction*

212 A METEORIC RISE

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

→ *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, a faction increases in power*

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 or remove something)*

216 THE CITY RISES IN PROMINENCE

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

→ *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 gains 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 most powerful 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 a new 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?

→ *A new faction appears*

242 A FACTION IN DECLINE

A faction could become complacent or too bold and things go 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 becomes the strongest*

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?

→ *(Add or remove something)*

246 AN IMPORTANT ALLIANCE IS FORGED

What is the goal of this alliance? Was it forged by peaceful means or by deceit?

→ *Remove a faction, a faction gains power*

251 INCOMPETENCE WREAKS HAVOC

A bureaucratic mess, criminal planning or the fatally stupid decision that sea-beasts would never attack red ships. How could this happen at all? Who benefits?

→ *Remove a landmark or a resource*

252 BUREAUCRACY INCREASES

Could a complex city ever function without bureaucracy? Does bureaucracy make reactions slower? Can administrative centres boost economies?

→ *Add or remove a resource*

253 DRASTIC CHANGES ENFORCED

Could a law or a regulation really change everyday life? Could something like alcohol ever be prohibited?

→ *(Add or remove something)*

254 A GROUP IS STIGMATIZED

Why? By whom? Does the group actually exist or is the civic mind hunting witches? Do witches exist?

→ *A faction gains or loses power*

255 RADICAL IDEOLOGY IS BORN

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?

→ *Add a faction*

256 EFFECTIVE PROPAGANDA

A faction spreads their agenda via pamphlets, posters and rumors. What or who do they discredit? Why?

→ *A faction gains power*

261 A PEACEFUL NEIGHBOR

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?

→ *Add a new external faction*

262 A USEFUL NEIGHBOR

Close contract to a nearby settlement is established. What makes them useful? Are they easy to exploit or just the right market for the city's goods?

→ *Add a new external faction*

263 AN INTIMIDATING NEIGHBOR

Is this a new village or a military outpost? What makes them so threatening? What are their plans?

→ *Add a new external faction*

264 A REVOLUTION SUCCEEDS

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?

→ *Remove a faction, a faction gains power and rename it*

265 A REVOLUTION FAILS

The status quo remains untouched. What do the losers suffer? How are the heroes of the struggle immortalized?

→ *A faction loses power*

266 REDISTRIBUTION OF WEALTH

Fairness prevails. The democracy of consumption brings joy to the citizens. Was this enforced? How do the once wealthy react?

→ *Add a district*

EVENTS: ECONOMY**D666 (311-366)****311 DEPENDENCE ON IMPORTS**

Self-sufficiency is a noble goal, but, alas, the city would never survive without imported goods. What needs to be imported? Who provides it?

→ *Leading faction loses power*

312 EXPORTS INCREASE

The goods the city provides are in demand! Who wants these goods? And what makes them so special?

→ *(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?

→ *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?

→ *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?

→ *(Add or remove something)*

316 EXTENDED ISOLATION

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

→ *(Remove something)*

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? And who provides it, 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)*

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 and draw a road*

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?

→ *Add a district*

332 WINDFALL

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

→ *Add a resource*

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?

→ *A faction gains power, add a resource*

335 A TEMPLE OF ECONOMY IS BUILT

Could this be a major auction house, the stock exchange, or a the great marketplace of its age?

→ *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's motivates this? What is set aside?

→ *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?

→ *Remove a resource*

343 WIDESPREAD POVERTY

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

→ *(Remove or add a district)*

344 PRODUCTION FAILS

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

→ *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 a resource)*

351 IMPROVED RESOURCE USE

Better mining technology or a finer degree of craftsmanship. What is improved and who benefits?

→ *Add a landmark or a district*

352 A COMPLIMENTARY RESOURCE

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?

→ *Add a resource*

353 A RESOURCE LOSES VALUE

How much are people's lives and livelihoods affected? Who loses the most? Who wins?

→ *Remove something*

354 A NEW INDUSTRY TAKES ROOT

What does this industry do? Is it focused on a district? Is it polluting or loud?

→ *Add a district or resource*

355 A NEW EMPLOYER APPEARS

A giant new factory or a successful business needs lots of people. How do they leverage this position? What do they produce?

→ *Add a resource, (add a faction)*

356 A REVOLUTIONARY INVENTION

Is it the wheel? The internal combustion engine? An elixir that grants new vigour? Who controls it?

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

361 MASSIVE INFLUX OF INHABITANTS

Where do these people come from? How are they welcomed? What new ideas do they bring along?

→ *Add a district and/or a faction*

362 CURRENCY IS TRANSFORMED

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?

→ *(Add or remove something)*

363 SMUGGLERS NETWORK

What is being smuggled in (or out of) the city? Are the smugglers using tunnels and dark boats or simply bribing officials?

→ *(Add or remove something)*

364 TAXES

As unavoidable as death. Are they raised or lowered though? What are they used for?

→ *(Add or remove something)*

365 GAMBLING INCREASES

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?

→ *Add a resource*

366 THE ECONOMIC SYSTEM IS CHANGED

Capitalism, communism, feudalism, slave ownership... nothing lasts forever. Why does the system change? How do companies and guilds cope?

→ *A faction loses power*

EVENTS: CULTURE**D666 (411-466)****411 A GREAT LAUGH!**

Sometimes humour can topple regimes. Who is the target of this ridicule?

→ *(A faction loses power)*

412 A GREAT JOY

An ancient enemy is brought low, a disease cured or a wonderful and undeniable omen has been identified. How do the people celebrate?

→ *Add a district*

413 A GREAT FEAR

What could possibly terrify a whole city? Is it a monster, a virus, a curse? Or just the inflated rumors of a dangerous 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*

415 GRIEF SPREADS

Thousands of widowers or widows weeping on the streets or perhaps a deep, silent, prevailing silence?

→ *(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?

→ *A district is broken up 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?

→ *(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?

→ *Add a district*

426 A SHIFT IN CULTURAL VALUES OCCURS

Does society become more permissive or more restrictive? What faction tries to resist this? And does this affect the citizen's relationship to a resource?

→ *(A faction gains or loses power)*

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.

431 FAMILY STRUCTURE CHANGES

The way people live together changes. Is this for work? To save on rent? Do people enjoy this change?

→ *(Increase or reduce density of a district)*

432 CONTROVERSIAL LAWS ARE PASSED

Maybe smoking is prohibited, a strict dress code is enforced or a belief is outlawed. Who is affected? How do they react?

→ *(Add or remove something)*

433 AN UNEXPECTED LAW IS PASSED

A surprising decision by those in power. Did a widely loved activity get prohibited? Is this law singling out certain people?

→ *(A factions gains or loses power)*

434 A NEW TRADITION DEVELOPS

What type of customs and practices would be deemed worth transferring from generation to generation?

→ *(A faction gains power)*

435 NEW FUNERARY TRADITIONS

The dead are now burned. Perhaps mummified and then buried. What dedicated space is needed? What prompted this change?

→ *Add a district or a landmark*

436 HYGIENE LOSES IMPORTANCE

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?

→ *(Remove a resource or landmark)*

441 HYGIENE GAINS IN IMPORTANCE

People start washing their hands. Public fountains become popular as do sewer systems. Who helps keep the city clean?

→ *Add a landmark*

442 EDUCATION GAINS VALUE

Kids are sent to school instead of to the mines. Reading is valued and more people find work in non-manual labor. Who controls this education?

→ *Add a landmark*

443 THINKERS AND PHILOSOPHERS APPEAR

Critics, cynics and classical realists. Introspective thought is encouraged and the city becomes known for it. What is the worldview of these thinkers?

→ *Add a resource*

444 A TIME OF ENLIGHTENMENT

The arts and sciences flourish. Wealthy patrons commission works, wise men and women are revered. What is practiced? Who funds this? And why?

→ *(A faction gains power)*

445 CRITICAL THINKING IS DISCOURAGED

Those in power would rather you think less and work more. Libraries are locked, schools controlled. What critical thoughts led to this crackdown?

→ *(Remove a landmark)*

446 EDUCATION LOSES VALUE

Books are for the folks with money. Everyone else has to work to earn their share. Who emphasizes this mindset?

→ *(Remove a resource)*

451 A CULTURAL FAD

A strange new dance, a silly new hat. What pointless novelty has gripped the people? And what about those that don't join in?

→ *(Add a resource)*

452 LOCAL ARTS DEVELOP

The local artists and artisans mature and gain renown. What do they practice? What is the subject of their art?

→ *Add a faction or resource*

453 LOCAL FASHION DEVELOPS

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?

→ *Add a resource*

454 LOCAL CUISINE DEVELOPS

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?

→ *Add a resource*

455 ENTERTAINMENT ACTIVITIES FLOURISH

Is it the famous clubs, the rich museums, the stunning theatres or the brave gladiators that fascinate the masses?

→ *Add a landmark or resource*

456 PUBLIC ART DISPLAYS

Artistic expression spreads through the city. Illegal graffiti or sanctioned murals? What do they depict? Who creates them?

→ *Add a resource*

461 A SIGN!

An omen, a proof of divinity, a mirage, a promise. Who leverages it for their purposes?

→ *(A faction gains or loses power)*

462 A PROPHET APPEARS

What type of prophet would this city wish for? What prophet would it really need?

→ *A faction gains power*

463 A NEW BELIEF APPEARS

Who or what could convince the good citizens to abandon old ideas? Is the new belief widely accepted?

→ *Add a faction*

464 A NEW SECRET CULT SPREADS

Are these philosophers preaching heresy or heretics preaching bloody revolt? How does the cult recruit? Where?

→ *Add a faction or a faction gains power*

465 RELIGIOUS BOOM

People flock to churches or temples. Who is on the side of this belief? What new places of worship are needed?

→ *Add a landmark, a faction gains power*

466 THE CITY IS CONDEMNED BY A RELIGION

Probably all sinners, says figurehead of prominent religion. What activity or belief caused this offense? Do the people care? Do its allies?

→ *(Remove a resource)*

EVENTS: INFRASTRUCTURE**D666 (511-566)****511 AN NEW URBAN PLAN**

A vision to make the city more than it is. Wonderful avenues or public fountains. Does this require demolition? Are there protests?

→ *Add a landmark or 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*

513 A GREAT NEW PARK

Just how large can an urban park be? Who built it and where? Does it take up a whole district or can it fit in a couple city blocks?

→ *Add a landmark or a district*

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 PALACE IS BUILT

A grand new building for those in power. Who pays for this? Does it provoke jealousy or joy?

→ *Add a landmark*

516 A CIVIC SERVICE PROJECT

Public baths, libraries. Something useful for all citizen is built. Who pays for this? How well does it work?

→ *Add a landmark*

521 A VENUE FOR THE MASSES

A place of mass gathering 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 of renown. How are students selected? And what is the price of admission?

→ *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?

→ *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?

→ *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?

→ *Add a landmark*

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 a district*

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. Do people die? Who is blamed? How is this fixed?

→ *(Add or remove something)*

535 TROUBLE WITH THE FOOD SUPPLY

Food imports don't arrive, harvest 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 resource*

541 TO THE COUNTRYSIDE

People leave the city to move to the suburbs or to the country. What makes this so attractive?

→ *Add and remove a 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 a district*

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, you cannot add a district this turn*

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

Negligence or malice but something led to tragedy. What happened? And who has to pay for this disaster?

→ *Remove something, a faction loses power*

546 BOOM!

A explosion! Or an implosion? Destructive or dramatic? Either way, something major is destroyed or someone important is killed.

→ *Remove a landmark and 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?

→ *A resource is added*

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 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?

→ *(Add a landmark)*

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?

→ *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 molemen?

→ *Remove a district*

561 A DISTRICT IS DIVIDED

Why? Was the district divided for practical reasons or due to faction rivalries?

→ *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?

→ *(Add a landmark or district)*

566 A LEVEL IS ADDED TO THE CITY

Below, above, on the air, floating on the sea?

→ *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 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 food resource and a district*

614 DROUGHT

Rivers run low and the ground thirsts for water. What do the citizens believe is the cause?

→ *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 volcano erupts, a catastrophic flood or a hurricane. What is swept away in the disaster? And who survives this?

→ *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 of the ages. There's more water than the city can handle. What is washed away? How do the lowest survive?

→ *Remove two things*

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 like 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, add a resource*

632 A NEW RESOURCE IS FOUND

A new lode of metals, a newly discovered useful plant. Which faction leads the exploitation? And what dangers does it bring?

→ *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?

→ *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?

→ *(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?

→ *(Add a landmark or 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?

→ *Change 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?

→ *(Add or remove a resource)*

651 A WILD DANGER GROWS

A danger from the wilderness multiplies and intensifies. Does the threat come to pass? Who suffers most?

→ *(Remove something)*

652 A PREDATOR APPEARS

A new beast stalks the wilderness. Does it hunt men? What attracted it to this place?

→ *(Remove something)*

653 MINOR CIVIC FIRE

Smaller fires spread through the city. People and buildings are lost. What laws, positions or rites are created to prevent this?

→ *Remove a landmark or district*

654 FIRE!

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?

→ *Remove at least 2 districts or landmarks*

655 WILDFIRES

Dangerous fires ravage the countryside. Animals are displaced, harvests are ruined. Who do the people blame? And how do they cope?

→ *Remove a resource or terrain feature*

656 UNEXPLAINED PHENOMENA

Flickering lights in the sky, glowing bands in the woods. Something strange is happening. What is it? Is it a good or a bad omen?

→ *Change nothing*

661 A PLAGUE SCARES THE CITY

Rumors and tales of a disease spread, maybe it already reached the neighboring cities? How do officials and citizens react? Decisively or haphazardly?

→ *A faction gains power or remove something*

662 A PLAGUE RAVAGES THE CITY

A terrible disease has wormed its way into the city. Who is blamed for this? And how does the city cope?

→ *Remove two districts*

663 INTERESTING TIMES

An especially turbulent stretch of history. Is it a curse or a blessing? Is there a cause for this?

→ *Roll for two events and combine them*

664 SPACE EXPANDS

The city increases its grip on the surrounding landscape. Did gods or machines make this possible? How is this land used?

→ *Expand the map*

665 A SUDDEN VOID

A region vanishes off the map: Swallowed by a dark fog, the sea or hidden away by unnatural rays. What makes this region inaccessible?

→ *Fill a region with "nothing"*

666 A SIGN OF THE END TIMES

A rain of blood, a black hole opening in the skies. What terrific spectacle is it? And how does the city react?

→ *Add or remove something in a dramatic way*

GAMEPLAY OVERVIEW

1. PHASE: DISCUSSION

1.3 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

1.4 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
- Draw a landmark for that faction
- Move a citizen token from the city to the faction in power
- Change active player and create note card and landmark for each remaining faction

2.3 FOUNDING LOCATION

- Roll on the Purpose-Location table
- Draw a related landmark or resource.

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 one citizen token from the pool to the city

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)

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

4. PHASE: TOPING OFF

4.1 REMAINING GROWTH (xTOKENS)

- Move a leftover citizen token to the city
- Increase the density of 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
- Add a landmark as needed
- Change active player
- Repeat for each player