

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	
10. November 2021	
Version 1.5	
Design	
Martin Nerurkar	
Konstantinos Dimopoulos	
Layout	
Martin Nerurkar	
Artwork	
Konstantinos Dimopoulos	
Special Thanks	
Alexander Zacherl	
Krzysztof Zięba	
Martin Buntz	
Nils Urban	
Vivi Papanastasiou	
Cover: Plan of Paris	
Truschet et Hoyau, circa 1550	
Website	
exnovo.sharkbombs.com	
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	

CONTENTS

Basics	1
Sequence of Play	2
1. Discussion Phase	2
2. Founding Phase	3
3. Development Phase	4
4. Topping Out Phase	5
Elements & Actions	6
Regions	7
Terrain	7
Landmarks	8
Resources	9
Districts	10
Citizen Tokens	11
Factions	12
Power Tokens	13
Example of Play	14
Appendix: Further Mapmaking	18
Urban Uses	18
A Sense of Scale	18
Diverse Development	19
Tables	20
Scale: Size	21
Scale: Age	21
Terrain: Geography	22
Terrain: Features	23
Purpose: Location	24
Purpose: Decision	25
Power: Hierarchy	26
Power: Factions	26
Events: Warfare	27
Events: Politics	30
Events: Economy	33
Events: Culture	36
Events: Infrastructure	39
Events: Environment	42
Gameplay Overview	45



BASICS

You (and up to three friends) take on the role of the guardian spirits of a freshly founded settlement. Its founding just brought you into existence. 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, who last discovered something new about the city they live in, go first. 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 a predefined sequence of turns you will end up with an interesting starting situation.

After this you enter 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 citizen tokens**, like glass beads, little people or houses made out of plastic or wood.
- **25 power tokens**, like poker chips, pennies or little wooden blocks.
- **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 playing 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 citizen 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 resource*
- *Move two power tokens from the pool to the 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 a citizen token from the pool to that district*

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*
- *Add a landmark for that faction*
- *Change active player and create a note card and landmark for each remaining faction*
- *Move a power token from the city to the faction that is initially in power*

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 table entry will ask you perform an action that adds or removes something from the map. If this action is impossible you may add or remove something of your choice instead.

At the end you may want to write down the name of the event to provide a record of the city's history.

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 your citizen tokens by the time you're done with the city.

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

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 (see the rules for adding districts on page 10). This represents normal city growth that had happened earlier but wasn't properly noticed.

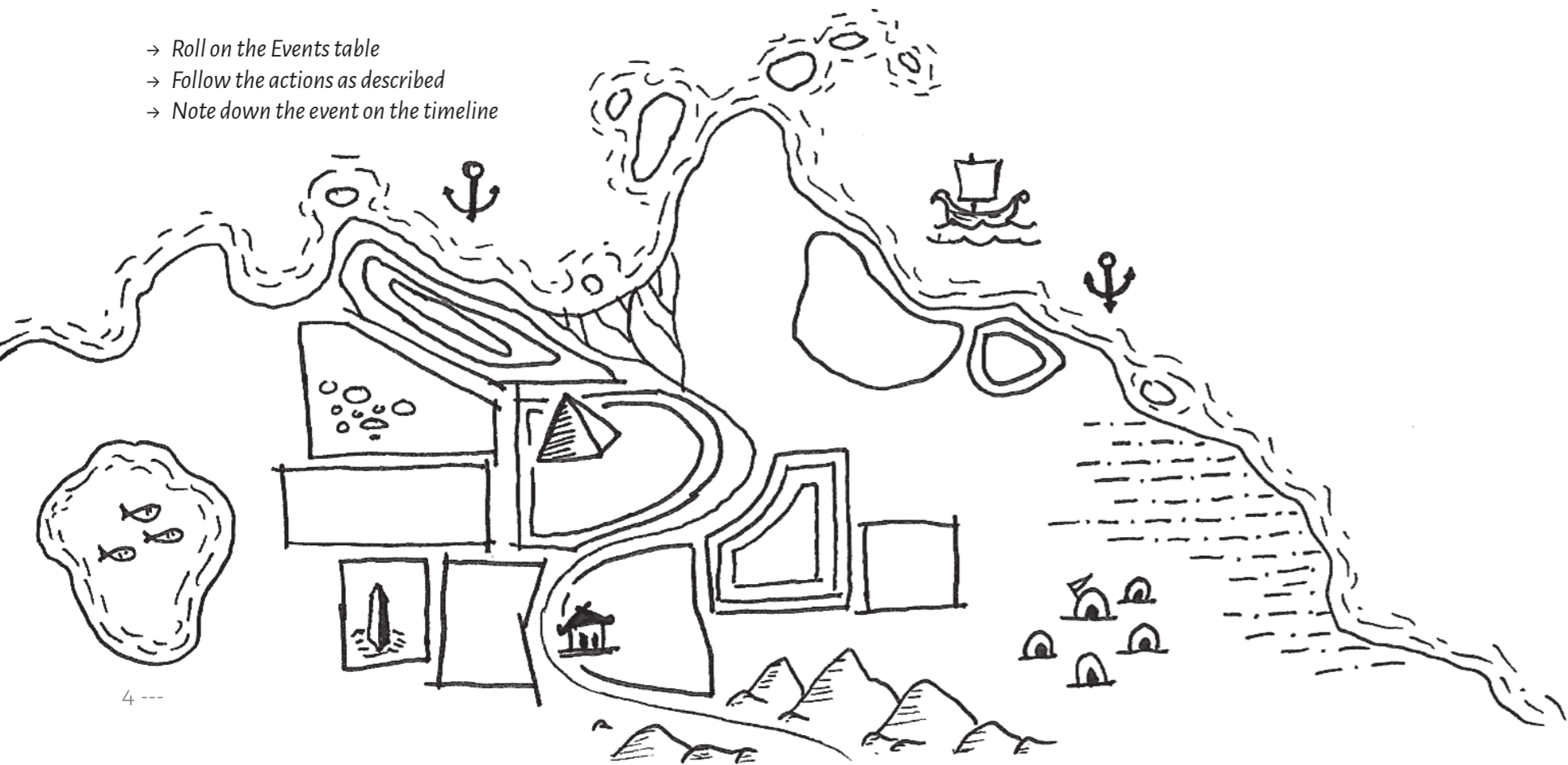
- Increase density of an existing district on the map
- Move a citizen token from the pool to that district

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 if desired
- Sign the map (optional)

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



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
- **Districts**, areas where people live
- **Citizen Tokens**, represent the city's residents
- **Factions**, organized groups with agendas
- **Power Tokens**, an abstract measure of faction power and influence

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 a 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 but make sure everyone understands what you're drawing.

Off the map

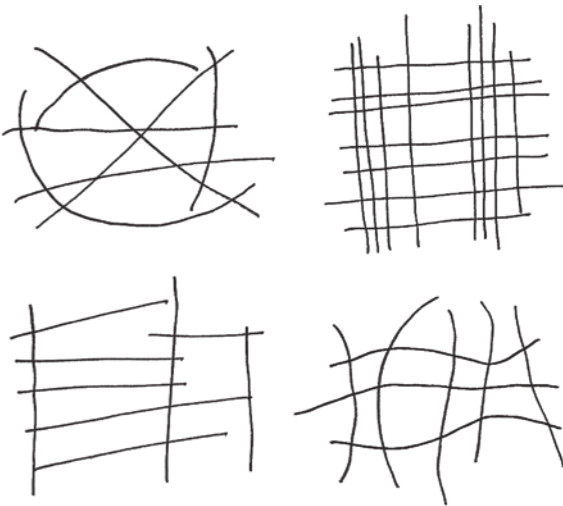
If you need to draw a representation for something far away (like the reclusive vampire count ruling over these lands from afar) then draw something symbolizing it close to the edge of the map that's most relevant. For example: Draw a quick drop of blood for the vampire count and put it next to the road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

To represent the potential and power that a new resource offers to the city, **put two power tokens from the pool onto the resource**. These can then be used when factions gain power.

Removing resources

A resource is generally removed because it has been depleted, lost or otherwise no longer provides appropriate value.

Transform the symbol of the resource and the landmark associated with it appropriately and **move two power tokens back into the pool**. These tokens should come from the resource but if they have already been moved off they need to come from faction cards as is appropriate.

Note that if the last resource is removed, the city will still retain one single power token.



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.

Districts are closely linked to the citizen tokens and have a density from 1 to 3 represented by the number of tokens within the district.

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

The density of a district is always equal to the number of citizen tokens within it. When a district increases or loses density move tokens from or back to the pool as appropriate. A density of 1 is a sparse and spacious district. This could be a more rural area or a hill filled with expensive mansions. Density 2 implies urban living, mostly streets and houses with a few plazas. And density 3 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 this happens you **move one citizen token from the pool to the district**. If no tokens remain you can still add a district if required but you move a token from another district.

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 its citizen tokens 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.

CITIZEN TOKENS

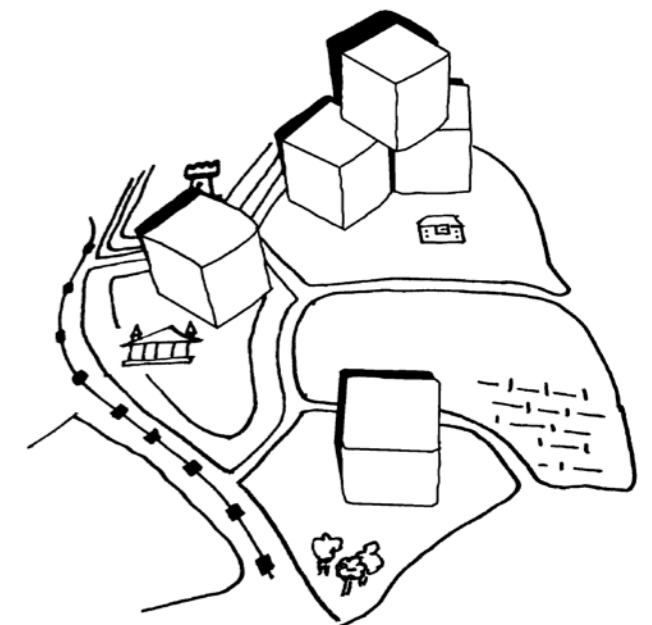
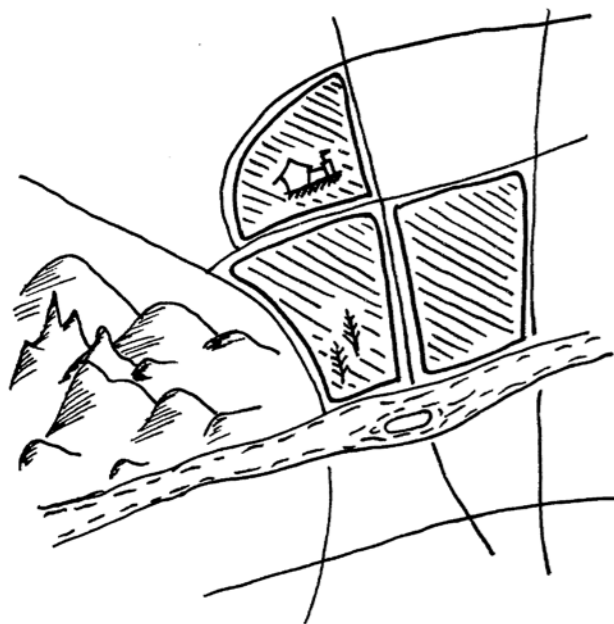
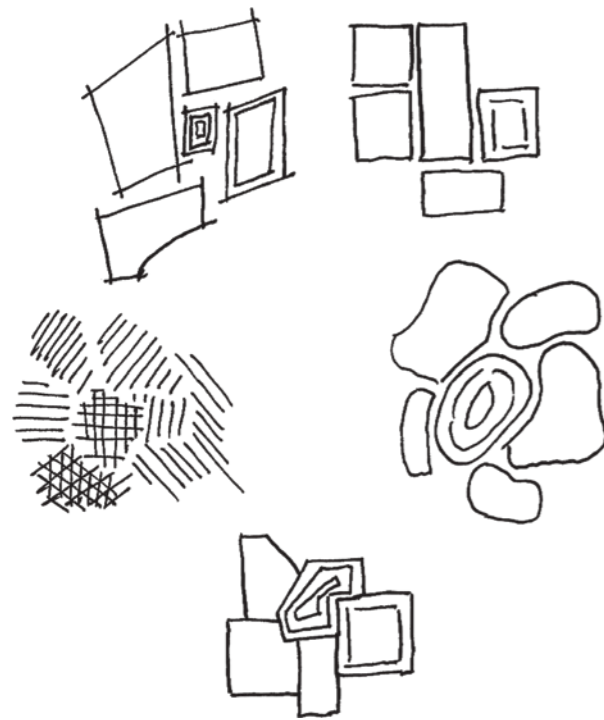
Citizen tokens represent the people living in the city. As you begin play you start with the majority of your available citizen tokens in the **growth pool**. These people aren't part of the city. This pool represents the growth potential of your settlement.

Moving tokens

As you add or increase the density of districts during play, you move tokens from the **pool** into the **city**. Put the citizen token on the relevant district to represent its population.

Removing tokens

If you remove a district from the map you will also need to remove its citizen tokens. Simply move all tokens off the map and back into the growth pool.



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”.

It is important that the factions you add 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 power tokens to represent their sway over the people of the city and beyond. As a faction gains or loses power, power tokens are moved to and from its note card.

The more resources a faction controls, the more tokens it will gather and the more it can change and influence the city.

Adding a faction

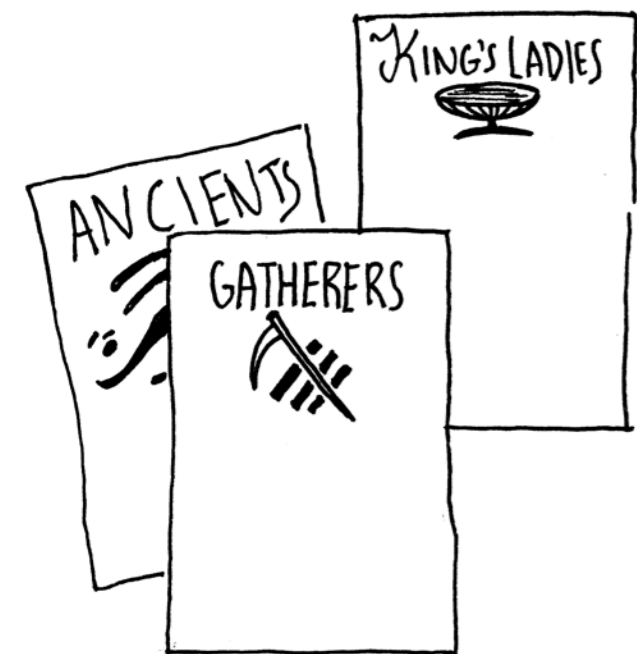
Factions are not buildings and so they are not directly visible on the map. Instead you record each faction on a note card, ideally with their name and a quick symbol representing them.

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. Note that the destruction of this place does not destroy the faction.

Removing a faction

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

When a faction is extinguished, **all power tokens remaining on its note card are moved to other factions or back to resources on the city map as determined by the fiction.**



Gaining power

When a faction gains power, take one or more power 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 one or more power tokens from the faction back to the city's resources or spread them out among the other factions. This shows the faction losing its grip on power.

If a faction with no power would lose power, it has lost all relevance and is removed from the game.

POWER TOKENS

Power tokens represent the might of the city. At the very start of play all power tokens are outside of the city, in the **pool**. As your city gains resources, tokens will be moved into the **city** and become accessible to the **factions**.

Moving tokens

When a faction gains power it can grab tokens from the city map or from other factions. You decide how many tokens and from where these are taken. Let the story drive your decision.

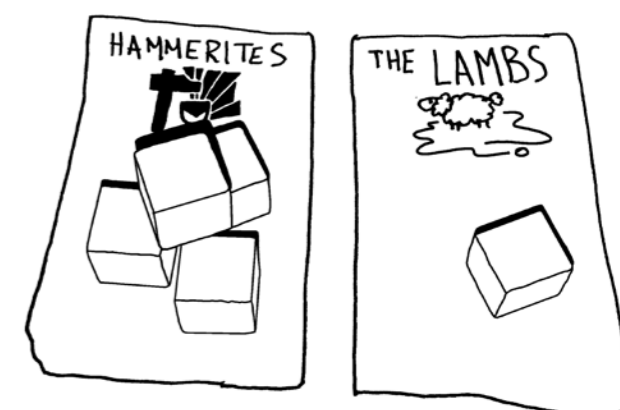
When a faction loses power, you need to move tokens to other factions or back onto the relevant resources again. The number of tokens moved and where they end up should follow the fiction.

Removing tokens

If you remove a resource from the map you will also need to remove two power tokens from the city back into the pool.

These tokens should come from the resource but if some have already been moved away, remove the appropriate number from a faction of your choice.

Note that the city always retains at least one power token, even if its last resource is removed.

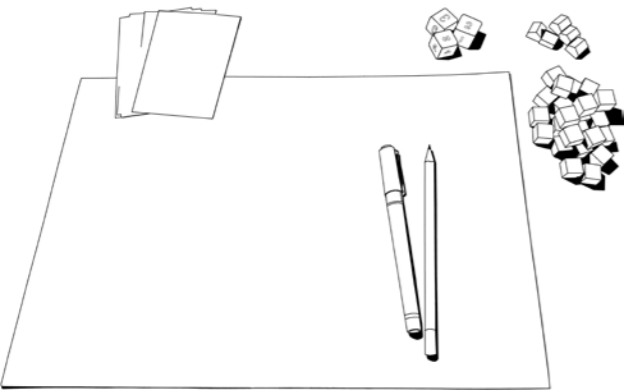


EXAMPLE OF PLAY

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

1. DISCUSSION PHASE

We decided to set our city in a magical steampunk universe that would be neither too quirky nor precisely defined. We would be the guiding force driving industrious halflings towards modern urban life. We got our dice, two types of tokens, some note cards, a sheet of paper, and pens, and set them up like this:



Scale: Size
For the settlement's size we picked **2**: A Town. We drew 7 region lines and set aside 5 citizen tokens.

Scale: Age
As for the town's age we picked **3**: Grown, which gave us 10 development phases.

2. FOUNDING PHASE

We then moved on to the founding phase where we define the starting conditions for our city.

Terrain: Geography
First we rolled 2d6 to define the general geography of our area and rolled a **10**: “Peninsula”.

Our town would be set on said peninsula with water on three sides. We drew a rough outline, complete with gulfs, onto the map.

Terrain: Features
Then we took turns rolling 2d6 a total of four times. Our results were:

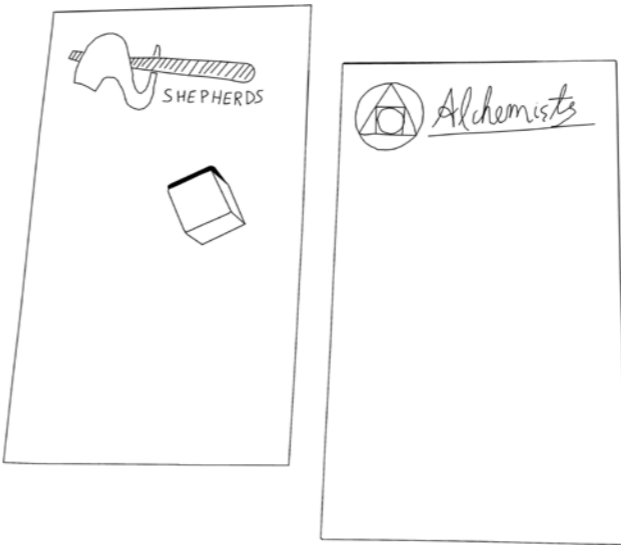
- **10** – A “depression” we decided would be a crater
- **7** – A slow-flowing “river” with a large delta
- **5** – An area of grassy “hills”
- **8** – An emerald-green “lake” next to the hills.

We added the appropriate objects to our map.



Purpose: Location
We rolled a **6** (useful natural resources) on our 2d6, meaning it was the glowing green coal in the crater that led the halflings here. The resource was sketched inside the crater, and two power tokens were placed next to it.

Purpose: Decision
The town was founded by the nomad descendants of ancient Amaltheans (we rolled a **4** on this table: “Nomads settling down”). The halflings followed the comet responsible for the crater, and settled around it. Our first district was drawn and a citizen token from the pool was placed onto it.



Power: Hierarchy
Rolling a **3** determined that our town would be ruled by an “improvisational hierarchy”. The problem solvers of the nomadic period were popularly urged to form a council that would keep on solving problems, and advising the community. When someone would die a substitute would be elected; often someone closely related to them. The initial settlement position was reached by ship via the river. We sketched the route.

Power: Factions
Rolled a **3** (“Internal Tensions”) on the Factions table, and got ourselves two factions; one is in control but struggling. The leading faction would have to be the Shepherds, the gatekeepers of the old nomadic traditions and beliefs, and the competing one the Alchemists who are eager to harness the amazing powers of green coal.

A landmark for each faction was placed on the map: a cathedral in the town for the Shepherds, and an observatory tower for the Alchemists by the lake. Each faction also received its card and symbol, and a power token was moved from the green coal resource to the Shepherds’ faction card.

To complete the Founding Phase we named the city. This would be the urban centre of New Amalthea. A place where the glory of the almost forgotten halfling capital of Amalthea would be restored.



3. DEVELOPMENT PHASE

For this phase we settled in to roll a number of D666 to determine the random events that would shape the city and its history.

111 – Civil Protests

On our first event, Vivi rolled a d666 roll and came up with a 1, a 1, and another 1, which pointed us to entry 111: “Civil Protests”. She decided that the increasingly theocratic and controlling council of the Shepherds led to popular unrest. The Alchemists gained power as they chose to speak for the outraged masses. A power token was moved from the crater on the map to the Alchemists’ faction card.

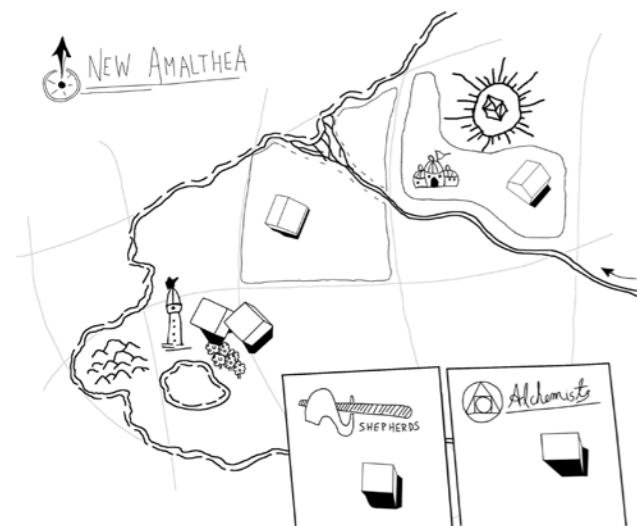
After resolving the event, Vivi could take the optional “natural growth” to add a citizen token to the map but she decided against it.

624 – Beneficial Weather

The table instructed Konstantinos to add something to the map. Well, this weather allowed for the exquisite cherry trees of Amalthea to be planted by the lake. This new resource was then drawn, and two power tokens were placed on it. Konstantinos also skipped the natural growth phase.

445 – Critical thinking is discouraged

It was Vivi's turn again and it seems that the Shepherds tried to attack the Alchemists, rejecting their words as heretical. The event gave her the option to remove a landmark, but as the two factions were evenly balanced she decided not to. For the natural growth phase a citizen token was used to form a new district in the fertile delta area.



333 – Production Rises

New Amalthea is lucky and got to add another resource! To symbolize it Konstantinos sketched a farm of mutated plants right next to the crater and placed the two required power tokens next to it. To celebrate he made use of another natural growth phase, and placed a second citizen token on the original town district to increase its density.

563 – A sub-center in a district forms

The table instructed us to add a district within a district, which we did in the river delta district. Adding a new district means we also need to move a citizen token to the map.



462 – A Prophet appears

Tumultuous times indeed! Our roll invited a seemingly ancient, barely breathing prophet into town, who made certain to praise the Shepherds. We felt like this was an influential event and moved two power tokens from the map, and placed them on their faction card.

354 – A new industry takes root

Vivi created a new hat-making factory and drew a corresponding landmark representing it onto the map. Again two power tokens were placed next to it on the city map.

265 – A revolution fails

The calm was broken when the dice demanded a revolution. The Alchemists tried to gain control of the city but failed. They lost all power, moving their single token back onto the crater. Luckily for them they were not eradicated because a faction reduced to 0 power tokens remains in play.

453 – Local Fashion develops

Obviously the fabulous hats grew in renown and now brought in people from afar to witness and buy them. A resource, a harbor, was added to welcome those foreigners on their sturdy steamboats, and two power tokens were placed next to it.

4. TOPPING OUT PHASE

To revitalize the old downtown we used our final citizen token to bring its density up, after everyone moved to the countryside. As our final act we each named a feature of our city. Vivi christened the old downtown “Towering Waters” and Konstantinos put the final touch on the lake, naming it “Lake Vivian”.

And this is how a session of Ex Novo can play out, with our finished map below:



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 Age	Duration per Event
Nestling	5-10 years
Budding	10-20 years
Crown	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. This means that you simply roll on the appropriate tables to find out these aspects of your city.

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 events that have come before and try to 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	A small hamlet where everyone knows each other and most people are focused on the necessities. → Split the map with 5 lines, set aside 3 citizen tokens
2	TOWN	Big enough for some non-essential infrastructure and even a few talented craftsmen or merchants. → Split the map with 7 lines, set aside 5 citizen tokens
3	SMALL CITY	Large enough for a marketplace and maybe even a school. → Split the map with 9 lines, set aside 8 citizen tokens
4	MEDIUM CITY	A sizable city with multiple specialized industries and a constant need for food imports. → Split the map with 11 lines, set aside 13 citizen tokens
5	LARGE CITY	Big enough to be the capital of a nation and to hold at least one university. → Split the map with 13 lines, set aside 18 citizen tokens
6	METROPOLIS	A giant city of global fame, large enough to last ages. An unmanageable melting pot of ideas and culture. → Split the map with 15 lines, set aside 25 citizen tokens

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	Still young, this settlement is only a generation old and has yet to prove itself. → Mark 4 development phases on the map
2	BUDDING	A settlement that has already put down some roots for the storms that are yet to come. → Mark 6 development phases on the map
3	GROWN	At its respectable age this city has seen a handful of generations live and die. → Mark 10 development phases on the map
4	AGED	At a few hundred years of urban development, this city has gone through its fair share of turmoil. → Mark 14 development phases on the map
5	ELDERLY	Wars and rulers are only passing fads. This city was built to last. → Mark 20 development phases on the map
6	ANCIENT	This place has seen the millennia go by and shrugged. → Mark 25 development phases on the map

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
A settlement on the slopes of a towering mountain range. How do these structures cling to the rock? → Draw a mountain range covering at least 1/2 of the map	
3	PLATEAU
Thin air but a stellar view. What stories do the settlers tell of the winds and the birds? → Draw a plateau covering at least 1/2 of the map	
4	VALLEY
Hidden and nestled. Who found this valley? And what was hiding here when people arrived? → Draw a mountain range at least 1 region thick on two opposing sides of the map	
5	DEEP FORESTS
Deep in the woods. What legends are told of these trees? What mysteries do they guard? → Draw a forested area covering at least 1/2 of the map	
6	HILLS
Rolling, rocky or rugged. Wide vistas or dappled in forests? What songs of this land do the people sing? → Draw at least two sizeable hills, each at least 2 regions big	
7	INLAND
Plains and sky as far as the eye can see. How do the people deal with this vastness? → Draw nothing	

8	RIVERLAND
Gentle and calm or treacherous and angry. What is the reason for this river's temperament? And how do the citizens deal with that? → Draw a wide, meandering river crossing the map	
9	COASTAL
A rugged or smooth coast. What do the people believe about this sea or this lake? → Draw a coastal line covering about 1/3 of the map with water	
10	PENINSULA
Surrounded by water on three sides. What do the citizens believe shaped this piece of land? → Draw a coastal line leaving at least 1 region of ocean on 3 sides	
11	ISLAND
A sizeable island. On the ocean or a lake? What meaning does water have for the settlers? → Draw the circumference of the island(s), leaving at least 1 region of water to each side	
12	SPECIAL
This may be underground, on floating islands or some other strange setup - you decide. How did the people get here? → Draw something fitting	

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, 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? → Add the terrain feature	
3	CAVES
A single notable cave or a region riddled with holes. Where do these caves lead? And what calls this holes its home? → Add the terrain feature	
4	MOUNTAINS
A lone mountain or a small mountain range. What riches do these mountains hold? And how do they punish 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 grows in the shadow of 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 formed 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 on or in these walls? What can be found at the bottom? → Add the terrain feature	
12	BARREN
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? → 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, put two power tokens on it	
3	TRAVEL ROUTE
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	
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, put two power tokens on it	
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, put two power tokens on it	
6	USEFUL NATURAL RESOURCES
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	
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, put two power tokens on it	

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, put two power tokens on it	
9	DEFENSIBLE LOCATION
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	
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, put two power tokens on it	
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, put two power tokens on it	
12	CULTURALLY IMPORTANT LOCATION
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 how-ever 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)

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 on it	
3	PLANNED AS TEMPORARY SETTLEMENT
A 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 on it	
4	NOMADS SETTLING DOWN
What catastrophe or windfall made them change their lifestyle? What nomadic rites and skills are still taught? Whose lands are they settling on? → Add the first district, move one citizen token on it	
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 on it	
6	SETTLERS LOOKING FOR FREEDOM
What kind of freedom is important to this community? And what oppressive authority did they leave behind? Does their new home have native inhabitants? → Add the first district, move one citizen token on it	
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 on it	

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?

8	A BUSINESS VENTURE
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? → Add the first district, move one citizen token on it	
9	COLONIZATION EFFORTS
The time-honored practice of putting people down somewhere to claim land. In whose name did this happen? Was someone else displaced for this? → Add the first district, move one citizen token on it	
10	EXPLORATORY OUTPOST
Brave explorers for science or the military. Who sent out this expedition? And what were they hoping to discover? What did they find instead? → Add the first district, move one citizen token on it	
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? Has someone else claimed this land? → Add the first district, move one citizen token on it	
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 on it	

POWER: HIERARCHY

D6 (1-6)

1	UNSTRUCTURED COLLECTIVE	4	GOVERNING COUNCIL
Basic village communism or rampant anarchy. How do people deal with outsiders or dissidents? → <i>Draw the route that led here</i>		A select few hold the reins. How is this council formed? What qualities do its members possess? → <i>Draw the route that led here</i>	
2	COMMUNAL VOTING	5	RULING CASTE
People get together and vote on issues. But what makes a citizen eligible to vote? → <i>Draw the route that led here</i>		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? → <i>Draw the route that led here</i>	
3	IMPROVISATIONAL HIERARCHY	6	SINGULAR RULER
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>		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	4	UNEASY ALLIES
A singular faction in power. What shared hope or fear binds these people together? → <i>Add one faction, move one power token on a faction</i>		Two factions, working together begrudgingly. What animosity have they set aside to cooperate? Or was it a shared threat? → <i>Add two factions, move one power token on a faction</i>	
2	SEEDS OF DISSENT	5	STAUNCH ALLIES
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, move one power token on a faction</i>		Two factions, working together amicably. Which fragile bonds bind them together? What would break them apart? → <i>Add two factions, move one power token on a faction</i>	
3	INTERNAL TENSIONS	6	COMPLEX WEB
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, move one power token on a faction</i>		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, move one power token on a faction</i>	

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	121	SKIRMISHES WITH NEARBY SETTLEMENTS
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? → <i>A faction gains or loses power</i>		The neighboring cities get bolder, or did the city become the aggressor? What are these skirmishes fought over? → <i>Add a landmark, (add an external faction)</i>	
112	CIVIL UNREST	122	SKIRMISHES OVER RESOURCES
Violent, uncontrolled riots rage throughout the city. Chaos reigns, hopes are raised and crushed. What spark ignited this powderkeg? → <i>Remove a resource or a landmark</i>		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? → <i>Add or remove a resource, (add an external faction)</i>	
113	CIVIL WAR	123	CRIMINALS MAKE TRAVEL DIFFICULT
Citizens take up arms and fight each other. What irreconcilable split in values or beliefs caused this? → <i>Remove a district and a landmark or resource, a faction gains power</i>		Highwaymen, muggers and other brigands infest the surrounding lands. What drives them? → <i>(Remove a resource)</i>	
114	THE CITY MILITARIZES	124	CRIMINAL WARBANDS ROAM THE AREA
Soldiers, informants, and the police control the streets. What outside threat or faction causes this? What kind of weapons are needed? → <i>The leading faction gains power</i>		The desperate or the greedy band together to raid the land. What unites them? Are they paid by a rival city or power? → <i>Remove a resource or a landmark</i>	
115	AN ARMY IS RAISED	125	CREATURES TERRORIZE THE LANDSCAPE
Thousands of citizens are drafted, and trained to fight. Is the goal to conquer or to defend? How is this accomplished? Or financed? → <i>Add a landmark or a resource</i>		Venturing outside the city has gotten dangerous. What beasts are lurking there? What has them agitated? → <i>(Add or remove something)</i>	
116	THE CITY DEMILITARIZES	126	CREATURES TERRORIZE THE CITY
Freedom does not need a standing army. Where does this trust in peace come from? Is it warranted? How are military resources repurposed? → <i>The least powerful faction gains power</i>		What kind of monster is it? A scourge of hungry dogs or a giant dragon? What drives them towards the city? → <i>Remove something</i>	

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? → <i>Remove a district, (add an external faction)</i>	
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? → <i>Add a landmark or a resource.</i>	
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? → <i>Remove two elements, draw the scars of war</i>	
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? → <i>(Add or remove something, Add an external faction)</i>	
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? → <i>Remove a resource or a landmark</i>	
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? → <i>Remove a resource or add a faction, it gains power</i>	

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? → <i>Add a faction, add a landmark</i>	
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? → <i>A faction gains power, another faction loses power</i>	
143	ENEMY SABOTAGE
Enemy forces enter the city and destroy or damage a resource. Who sent them? And what is their agenda? → <i>Remove a resource, (add an external faction)</i>	
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? → <i>(Remove something), (add an external faction)</i>	
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? → <i>A faction loses power</i>	
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? → <i>Add a landmark, (add a resource)</i>	

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? → <i>(Add a district)</i>	
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? → <i>(Add something)</i>	
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? → <i>A faction gains power</i>	
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? → <i>A faction gains power</i>	
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? → <i>A faction gains power</i>	
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? → <i>Add a faction</i>	

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? → <i>Add a landmark</i>	
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? → <i>Add a landmark, (a faction gains power)</i>	
163	CITY DEFENSES ARE IMPROVED
Leaders invest in towers, moats or cannons. What real or imagined enemies are the justification for this? → <i>(Add a landmark or a resource)</i>	
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? → <i>(Remove something)</i>	
165	A BORDER IS FORTIFIED
Literal walls, border patrols or tarrifs and tolls. Is it a border inside or outside the city? Who is it protecting from? → <i>(Add a landmark or a resource)</i>	
166	A BORDER IS BREACHED
Who breached it? What was this border? Was it a physical or a cultural one? → <i>(Remove something)</i>	

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? → <i>Add a faction, it gains power</i>	
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? → <i>A faction gains power</i>	
213	DEATH OF A BELOVED LEADER
Was the leader murdered by conspirators? Was it illness? Old age? How will the leader be remembered? → <i>A faction loses or gains power</i>	
214	LEADERSHIP VACUUM
History rarely tolerates vacuums but this one lingers. Who or what's missing? And why is there no replacement possible? → <i>Remove a faction</i>	
215	LEADERSHIP CHANGE
Does the city gain a new ruler? Is someone else claiming it? Or is this a dramatic change within a faction? → <i>(Add a faction), a faction gains power</i>	
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 neccessity? → <i>Add a resource or a faction gains power</i>	

221	ELECTIONS ARE HELD
Are the citizens invested in the campaign? Are the results surprising or was it all rigged to begin with? → <i>A faction gains or loses power</i>	
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? → <i>Add or remove a faction</i>	
223	A GREAT SCANDAL
The people are shocked. And a little bit intrigued. What rules of decorum were violated? By whom? → <i>A faction loses power</i>	
224	INSIDIOUS RUMORS
Do rumors hold shreds of truth? Can rumors breed hatred or fear? Who benefits? → <i>A faction loses power</i>	
225	DANGEROUS SECRETS UNCOVERED
Who kept the secrets, and why? Do the people care about moral failings or are they more interested in scandals? → <i>A faction gains power</i>	
226	A COVER-UP FAILS
Sometimes truth simply cannot be contained. But what kind of secret could be this dangerous? → <i>The leading faction loses power</i>	

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? → <i>A faction gains or loses power</i>	
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? → <i>Add something</i>	
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? → <i>(Add or remove something)</i>	
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? → <i>Add an external faction</i>	
235	CONTRADICTORY 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? → <i>A faction gains or loses power</i>	
236	TREASON!
Someone betrays the city or its leaders. What drives them? Are they successful or does the city make an example of them? → <i>A faction gains or loses power</i>	

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? → <i>Add a faction, it gains power</i>	
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? → <i>A faction loses power</i>	
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? → <i>A faction gains power to become the leading faction</i>	
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? → <i>Remove a faction</i>	
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? → <i>Split a faction in two</i>	
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? → <i>Merge two factions</i>	

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.

251	INCOMPETENCE WREAKS HAVOC
<p>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?</p> <p>→ <i>Remove a landmark or a resource</i></p>	
252	BUREAUCRACY INCREASES
<p>Could a complex city ever function without bureaucracy? Does bureaucracy make reactions slower? Can administrative centres boost economies?</p> <p>→ <i>Add or remove a resource</i></p>	
253	DRASTIC CHANGES ENFORCED
<p>Could a law or a regulation really change everyday life? Could something like alcohol ever be prohibited? Is it a public health matter?</p> <p>→ <i>(Add or remove something)</i></p>	
254	A GROUP IS STIGMATIZED
<p>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?</p> <p>→ <i>A faction gains or loses power</i></p>	
255	A RADICAL IDEOLOGY IS BORN
<p>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?</p> <p>→ <i>(Add a faction), a faction gains power</i></p>	
256	EFFECTIVE PROPAGANDA
<p>A faction spreads their agenda via pamphlets, posters and rumors. What or who do they discredit? Why? Is an external power sowing dissent?</p> <p>→ <i>A faction gains power</i></p>	

261	A PEACEFUL NEIGHBOR
<p>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?</p> <p>→ <i>Add an external faction or a resource</i></p>	
262	A USEFUL NEIGHBOR
<p>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?</p> <p>→ <i>Add an external faction</i></p>	
263	AN INTIMIDATING NEIGHBOR
<p>Is this a new village or a military outpost? What makes them so threatening? What are their plans?</p> <p>→ <i>Add an external faction</i></p>	
264	A REVOLUTION SUCCEEDS
<p>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?</p> <p>→ <i>Remove a faction, a faction gains power, rename it</i></p>	
265	A REVOLUTION FAILS
<p>The status quo remains untouched. What do the losers suffer? How are the heroes of the struggle immortalized?</p> <p>→ <i>A faction loses power</i></p>	
266	REDISTRIBUTION OF WEALTH
<p>Fairness prevails. The democracy of consumption brings joy to the citizens. Was this enforced? How do the once wealthy react?</p> <p>→ <i>Add a district</i></p>	

EVENTS: ECONOMY

D666 (311-366)

311	DEPENDENCE ON IMPORTS
<p>Self-sufficiency is a noble goal, but not always possible. What goods need to be imported? Who provides them? How are these imports transported?</p> <p>→ <i>(Add an external faction), a faction loses power</i></p>	
312	EXPORTS INCREASE
<p>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?</p> <p>→ <i>(Add a resource, a faction gains power)</i></p>	
313	A TRADE WAR BRINGS WEALTH
<p>Shrewd tariffs, embargoes and blockades. A gambit is successful and the city prospers. Who started this war?</p> <p>→ <i>(Add an external faction), a faction gains power</i></p>	
314	A TRADE WAR COSTS DEARLY
<p>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?</p> <p>→ <i>(Add an external faction), a faction loses power</i></p>	
315	BRIEF ISOLATION
<p>Have the city gates been sealed shut? Did freak weather suspend transportation? How does the isolation affect people?</p> <p>→ <i>(Remove something), skip the Natural Growth phase</i></p>	
316	EXTENDED ISOLATION
<p>Why is the city isolated? Who suffers the most? How does the city fight off the effects of isolation?</p> <p>→ <i>Remove something, skip the Natural Growth phase</i></p>	

321	HYPE!
<p>There's this one new thing everybody suddenly needs. What is it? Why are people crazy over it?</p> <p>→ <i>(Add a resource)</i></p>	
322	A NEW NEED
<p>Diets change, fashions change, people change. Some new desire manifests. What do people need? Who provides it? And at what cost?</p> <p>→ <i>Add a resource</i></p>	
323	A NEED NOW SATISFIED FOR ALL
<p>Either everyone has access to food and shelter or, finally, everyone got a nice gadget or thingamajig. What's become commonplace in the city?</p> <p>→ <i>(A faction loses power, add a landmark)</i></p>	
324	A NEW SOURCE OF POWER
<p>Electricity, magic, nuclear fusion or magical beasts of burden. What new source does the city leverage? Who developed or discovered this?</p> <p>→ <i>Add a resource, a faction gains power</i></p>	
325	A NEW TRADE ROUTE IS ESTABLISHED
<p>With whom? What is mostly traded? Does knowledge and culture travel on this trade route too?</p> <p>→ <i>Add a resource, draw a trade route</i></p>	
326	NEW PRODUCTION METHOD
<p>Improved tools, clever spells or the assembly line. Better exploitation, faster goods and cheaper production. Who's making money off this?</p> <p>→ <i>Add a resource, a faction gains power</i></p>	

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
<p>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?</p> <p>→ <i>Add a district</i></p>	
332	WINDFALL
<p>Sheer luck or a risky investment turns into abundance for the city. What happened? Was anyone outdone?</p> <p>→ <i>Add two resources</i></p>	
333	PRODUCTION RISES
<p>More is produced! More of what though? Are the profits shared by all?</p> <p>→ <i>Add a resource</i></p>	
334	ECONOMIC BOOM
<p>A time of plenty! The rich get richer, the poor get richer, and everyone seems happy. However, what is this boom based on?</p> <p>→ <i>Add a resource, a faction gains power</i></p>	
335	A TEMPLE OF ECONOMY IS BUILT
<p>An auction house or maybe a stock exchange. Who paid for it? What is traded here? Do other settlements benefit or watch with envy?</p> <p>→ <i>Add a landmark</i></p>	
336	ECONOMIC INVESTMENT
<p>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?</p> <p>→ <i>Add a resource</i></p>	

341	SETTING ASIDE FOR TOUGH TIMES
<p>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?</p> <p>→ <i>Add a landmark</i></p>	
342	AN UNEXPECTED SHORTAGE
<p>An embargo, a blockade or the collapse of a particular supply chain? What good exactly is in shortage? Is another settlement behind this?</p> <p>→ <i>Remove a resource, (add an external faction)</i></p>	
343	WIDESPREAD POVERTY
<p>The markets are fickle and the poor grow poorer. Who profits off this? What happens to those that can't afford housing anymore?</p> <p>→ <i>Remove a district and/or a faction loses power</i></p>	
344	PRODUCTION FAILS
<p>A catastrophe, a disaster or a cog that simply needs readjustment? What was lost? Whose fault was it? What everyday problems arise?</p> <p>→ <i>Remove a resource</i></p>	
345	ECONOMIC CRISIS
<p>Stocks plummet, prices rise, goods spoil. Was this mismanagement or economic sabotage? Do the responsible get away unscathed?</p> <p>→ <i>Remove a resource, a faction loses power</i></p>	
346	AN ECONOMIC REVOLUTION
<p>Production or consumption dramatically transform. Home shopping or magic automation. How does this transform the city?</p> <p>→ <i>Add or transform a resource, add a district</i></p>	

351	IMPROVED RESOURCE USE
<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>	
352	A COMPLIMENTARY RESOURCE
<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>	
353	A RESOURCE LOSES VALUE
<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>	
354	A NEW INDUSTRY TAKES ROOT
<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>	
355	A NEW EMPLOYER APPEARS
<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>	
356	A REVOLUTIONARY INVENTION
<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>	

361	MASSIVE INFLUX OF INHABITANTS
<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>	
362	CURRENCY IS TRANSFORMED
<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>	
363	SMUGGLERS NETWORK
<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>	
364	TAXES
<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>	
365	GAMBLING INCREASES
<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>	
366	THE ECONOMIC SYSTEM IS CHANGED
<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? → <i>A faction loses power</i>	
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? → <i>Add a district</i>	
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? → <i>A faction gains power</i>	
414	A FESTIVAL IS ESTABLISHED
A great celebration, a civic festival. When does it take place? What does it celebrate? → <i>Add a landmark or a resource</i>	
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? → <i>(Add a landmark)</i>	
416	INTERNAL TENSIONS RISE
Different beliefs or ethnicities clash. What makes them incompatible? What event led to this rise in tension? → <i>(A faction gains power)</i>	

421	LOCAL CONFLICT
Hatred divides a neighborhood in two camps. How could this escalate? How is the border demarcated? → <i>Split a district in two</i>	
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? → <i>Add a district, (a faction gains power)</i>	
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? → <i>Add a faction</i>	
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? → <i>Add a faction and district</i>	
425	OUTSIDERS ARRIVE
Where do the newcomers settle? What habits have they brought along? And most importantly: Where did they come from? → <i>Add a district</i>	
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? → <i>A faction gains or loses power or add a landmark</i>	

431	FAMILY STRUCTURE CHANGES
The way people live together changes. Is this for work? To save on rent? Do people enjoy this change? → <i>(Increase or reduce density of a district)</i>	
432	CONTROVERSIAL LAWS ARE PASSED
Maybe smoking is prohibited, a strict dress code is enforced or a belief is outlawed. Who is affected most? How do they react? → <i>A faction loses power, (add or remove something)</i>	
433	AN UNEXPECTED LAW IS PASSED
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? → <i>(A faction gains or loses power)</i>	
434	A NEW TRADITION DEVELOPS
What type of customs and practices would be deemed worth transferring from generation to generation? Are these traditions influencing other places? → <i>(A faction gains power)</i>	
435	NEW FUNERARY TRADITIONS
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? → <i>Add a district or a landmark</i>	
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? → <i>(Remove a resource or a landmark)</i>	

441	HYGIENE GAINS IN IMPORTANCE
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? → <i>Add a landmark</i>	
442	EDUCATION GAINS VALUE
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? → <i>Add a landmark or a resource, a faction gains power</i>	
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? → <i>Add a resource</i>	
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? → <i>(A faction gains power)</i>	
445	CRITICAL THINKING IS DISCOURAGED
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? → <i>(Remove a landmark)</i>	
446	EDUCATION LOSES VALUE
Books are for the folks with money. Everyone else has to work to earn their share. Who emphasizes this mindset? What takes its place? → <i>A faction loses power, (remove a resource)</i>	

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.

451	A CULTURAL FAD
<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>	
452	LOCAL ARTS DEVELOP
<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>	
453	LOCAL FASHION DEVELOPS
<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>	
454	LOCAL CUISINE DEVELOPS
<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>	
455	ENTERTAINMENT ACTIVITIES FLOURISH
<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>	
456	PUBLIC ART DISPLAYS
<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>	

461	A SIGN!
<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>	
462	A PROPHET APPEARS
<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>	
463	A NEW BELIEF APPEARS
<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>	
464	A NEW SECRET CULT SPREADS
<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>	
465	RELIGIOUS BOOM
<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>	
466	THE CITY IS CONDEMNED BY A RELIGION
<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

511	A NEW URBAN PLAN
<p>A vision to make the city more than it is. Wonderful avenues for the rich or cramped housing for the poor?</p> <p>→ <i>Add a landmark, move a citizen token from an existing district to create a new district</i></p>	
512	CITY BEAUTIFICATION
<p>New parks, new avenues, new roads. Who plans this? And is this a smooth transition or is force needed?</p> <p>→ <i>Add a landmark or move a citizen token from an existing district to create a new district</i></p>	
513	A GREAT NEW PARK
<p>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?</p> <p>→ <i>(Remove a district), add a landmark</i></p>	
514	THE SEAT OF GOVERNMENT IS MOVED
<p>A new hut for the wise men or a seat of parliament. What is the aim of this new edifice? Secrecy? Intimidation? Efficiency?</p> <p>→ <i>Add a landmark, (remove a landmark)</i></p>	
515	A GRAND PALACE IS BUILT
<p>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?</p> <p>→ <i>Add a landmark</i></p>	
516	A CIVIC SERVICE PROJECT
<p>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?</p> <p>→ <i>Add a landmark or a resource</i></p>	

D666 (511-566)

521	A VENUE FOR THE MASSES
<p>A place of mass gathering, spectacle, and entertainment. An amphitheater for gladiatorial combat, a concert hall. What is built? Who performs there?</p> <p>→ <i>Add a landmark</i></p>	
522	A CENTER OF LEARNING
<p>A grand university or a martial arts dojo. How are students picked? Status, gender, money? Are there rivalries or partnerships with other institutions?</p> <p>→ <i>Add a landmark, add a resource</i></p>	
523	A PALACE OF WORSHIP
<p>A temple, a cathedral or a pyramid for blood sacrifices. What do people practice here? Does it attract pilgrims from other cities?</p> <p>→ <i>Add a landmark, a faction gains power</i></p>	
524	A PLACE FOR THE DEAD
<p>More people mean more graves or places of remembrance. What space does the city create for these funerary traditions? Humble or grandiose?</p> <p>→ <i>Add a landmark</i></p>	
525	A MAJESTIC NEW BRIDGE
<p>A marvel of engineering spans across a river or the slums of the poor. Where does the material come from? Who suffered building it?</p> <p>→ <i>Add a landmark</i></p>	
526	A GRAND PLACE OF CULTURE
<p>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?</p> <p>→ <i>Add a landmark, (add a resource)</i></p>	

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
<p>The city invests in horse drawn buses, underground trains or exotic beasts of burden. How does this transform the city's streets and avenues?</p> <p>→ <i>Add a landmark</i></p>	
532	SOCIAL HOUSING
<p>The city tends to its citizens' need for affordable living space. Is this a useful measure or mired in incompetence and failure?</p> <p>→ <i>Add two districts</i></p>	
533	SANITATION & SEWAGE CONSTRUCTION
<p>Underground sewers or overground aqueducts. The city makes sure clean water comes in and dirty water flows out. How do people adapt?</p> <p>→ <i>(Add a landmark)</i></p>	
534	TROUBLE WITH THE WATER SUPPLY
<p>Clogged pipes or tainted wells. Something makes the water hard to drink. Who is affected? Who is blamed? How is this fixed?</p> <p>→ <i>(Add or remove something)</i></p>	
535	TROUBLE WITH THE FOOD SUPPLY
<p>Food imports don't arrive, harvests are meagre. People struggle. Do they starve or move away? How does the cuisine adapt?</p> <p>→ <i>Remove a district</i></p>	
536	AN UNOFFICIAL MARKET IS OPENED
<p>A black market, street vendors or back door bazaars. Why does commerce hide from the watchful eye of the authorities? What is sold?</p> <p>→ <i>Add a landmark or a resource</i></p>	

541	TO THE COUNTRYSIDE
<p>People move to the suburbs or to the country. What makes this so attractive? Who gets left behind?</p> <p>→ <i>Move a citizen token from an existing district to create a new district</i></p>	
542	MORE SPACE IS REQUIRED
<p>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?</p> <p>→ <i>Add two districts</i></p>	
543	A SHORTAGE IN BUILDING MATERIALS
<p>We are out of bricks, sand, wood, cement, steel, glass, and stone apparently. What led to this shortage? How do buildings change?</p> <p>→ <i>Remove a resource, skip the Natural Growth phase</i></p>	
544	CIVIC INFRASTRUCTURE IS NEGLECTED
<p>Walls crumble, roads fall into disrepair, bridges collapse. Are the coffers empty? The workers incompetent? Or is this malice and limited to specific districts?</p> <p>→ <i>Remove a landmark</i></p>	
545	A PROJECT ENDS IN TRAGEDY
<p>Something leads to tragedy. Through negligence or malice? What happened? And who ends up footing the bill for this disaster? Who was blamed?</p> <p>→ <i>Remove something, a faction loses power</i></p>	
546	BOOM!
<p>An explosion! Or an implosion? Destructive or dramatic? Either way, something major is destroyed or someone important is killed. How does the world react?</p> <p>→ <i>Remove a landmark and/or a faction</i></p>	

551	A TECHNICAL BREAKTHROUGH IS MADE
<p>Could this be a new construction method? Has a ground-breaking algorithm been discovered? Did someone invent a much needed machine?</p> <p>→ <i>Add a resource</i></p>	
552	A NEW WAY TO COMMUNICATE
<p>Via bells, smoke signals or the telegraph. People can now communicate at longer distances. How does this affect the city? Who controls this channel?</p> <p>→ <i>(Add a landmark or a resource)</i></p>	
553	A NEW MODE OF TRANSPORTATION
<p>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?</p> <p>→ <i>(Add a landmark or a resource)</i></p>	
554	AN INNOVATIVE BUILDING MATERIAL
<p>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?</p> <p>→ <i>Increase the density of a district</i></p>	
555	HIGHER DENSITY BUILDINGS
<p>An architectural breakthrough, restrictive laws or simply too many people, but buildings grow taller and tighter. Are they stable or rickety?</p> <p>→ <i>Increase the density of a district by two</i></p>	
556	GROUND BECOMES UNSTABLE
<p>Buildings tilt, roads crack open. Did the earth tremble? Is the ground unstable? Or was this the work of evil mole-men?</p> <p>→ <i>Remove a district</i></p>	

561	A DISTRICT IS DIVIDED
<p>Why? Was the district divided for practical reasons or due to faction rivalries? How is the border demarcated?</p> <p>→ <i>Split a district in two</i></p>	
562	TWO DISTRICTS JOIN
<p>Sometimes internal borders make no sense whatsoever. Is this for bureaucratic, practical or esoteric reasons? What border is removed?</p> <p>→ <i>Merge two districts into one</i></p>	
563	A SUB-CENTER IN A DISTRICT FORMS
<p>A neighborhood specialized so intensely and so successfully it had to become its very own sub-district. What makes this place so distinct?</p> <p>→ <i>Add a district within a district</i></p>	
564	DRAMATIC TRANSFORMATION
<p>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?</p> <p>→ <i>Change the nature of a district</i></p>	
565	THE CITY GOES UNDERGROUND
<p>Sewers? Deep wells? Cheap new living space? What are they digging for? Is this a common infrastructural practice? Are there other underground cities?</p> <p>→ <i>(Add a landmark or a district)</i></p>	
566	A LEVEL IS ADDED TO THE CITY
<p>Below, above, on the air, floating on the sea? Is this something other settlements have done as well or is the city unique?</p> <p>→ <i>Add a district above or below the city</i></p>	

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? → <i>Remove a terrain feature or a resource</i>	
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? → <i>Remove a terrain feature and a resource</i>	
613	FAMINE
The weak and sick perish first. How does the community adapt? What terrible measures do they have to take? → <i>Remove a resource and a district</i>	
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? → <i>Remove a resource or a district</i>	
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? → <i>(Add or remove a terrain feature or remove a landmark)</i>	
616	NATURAL CATASTROPHE
A volcaniceruption, a catastrophic flood or a devastating hurricane. What is swept away in the disaster? And who survives this? Do outsiders provide help? → <i>Remove at least 2 districts or landmarks</i>	

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? → <i>Remove something</i>	
622	TERRIBLE SEASON
A harsh winter or a scorching summer. An unusual season throws the city out of sync. What suffers under these conditions? → <i>Remove something</i>	
623	TURBULENT WEATHER
Storms can bring disaster and inspire architecture. Lightning can burn towers and provide energy. How do people emerge after this phenomenon? → <i>Remove something</i>	
624	BENEFICIAL WEATHER
An approaching army is hindered, storms destroy rivals or crops are plentiful. Does someone claim responsibility? Is this miracle commemorated? → <i>Add something</i>	
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? → <i>Remove two elements</i>	
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? → <i>(Add or remove something)</i>	

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? → <i>Add a terrain feature and a resource</i>	
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? → <i>Add a resource</i>	
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? → <i>Remove a resource</i>	
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? → <i>Add a terrain feature</i>	
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? → <i>(Add or remove a terrain feature)</i>	
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? → <i>(Add or remove a terrain feature)</i>	

641	A BOUNTIFUL HARVEST
Nature provides a massive bounty. What does the city do with this surplus? Do other settlements benefit from this bounty? → <i>(Add a landmark or a district)</i>	
642	NATURE THRIVES
Abundant growth. Forests expand, plants spread and animals multiply. Why is this happening? Does the city exploit this abundance? → <i>(Add something)</i>	
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? → <i>Add something</i>	
644	EXTINCTION
An important species of animal or plant is eradicated. What kind of life was it? And what caused this sudden loss? → <i>Remove something</i>	
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? → <i>(Remove something)</i>	
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? → <i>(Add or remove a resource)</i>	

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.

651	A WILD DANGER GROWS
<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>	
652	A PREDATOR APPEARS
<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>	
653	MINOR CIVIC FIRE
<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>	
654	FIRE!
<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>	
655	WILDFIRES
<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>	
656	UNEXPLAINED PHENOMENA
<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>	

661	A PLAGUE SCARES THE CITY
<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>	
662	A PLAGUE RAVAGES THE CITY
<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>	
663	INTERESTING TIMES
<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>	
664	SPACE EXPANDS
<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>	
665	A SUDDEN VOID
<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>	
666	A SIGN OF THE END TIMES
<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>	

GAMEPLAY OVERVIEW

1. PHASE: DISCUSSION	
1.1 TARGET SIZE → <i>Pick an entry from the Scale-Size table</i> → <i>Draw lines and divide the map into regions</i> → <i>Set aside citizen tokens for the growth pool</i>	1.2 TARGET AGE → <i>Pick an entry from the Scale-Age table</i> → <i>Mark the number of development phases in a timeline either on the map or on a note card</i>
2. PHASE: FOUNDING	
2.1 MAJOR GEOGRAPHY → <i>Roll on the Terrain-Geography table</i> → <i>Draw the major terrain shape</i>	2.5 STARTING HIERARCHY → <i>Roll on the Power-Hierarchy table</i> → <i>Draw the route that led the settlers here</i>
2.2 TERRAIN FEATURES (x4) → <i>Roll on the Terrain-Feature table</i> → <i>Draw the terrain feature</i>	2.6 COMMUNITY FACTIONS → <i>Roll on the Power-Factions table</i> → <i>Note name and symbol of a faction on a note card</i> → <i>Add a landmark for that faction</i> → <i>Change active player and create note card and landmark for each remaining faction</i> → <i>Move a power token from the city to the faction that is initially in power</i>
2.3 FOUNDING LOCATION → <i>Roll on the Purpose-Location table</i> → <i>Draw a related resource and put two power tokens on it</i>	2.7 NAME THE CITY → <i>Write the city's name at the top of the map.</i>
2.4 SETTLEMENT DECISION → <i>Roll on the Purpose-Decision table</i> → <i>Draw the first settlement district</i> → <i>Move a citizen token from the pool to that district</i>	
3. PHASE: DEVELOPMENT	
3.1 HISTORIC EVENT → <i>Roll on the Events table</i> → <i>Follow the actions as described</i> → <i>Note down event on the timeline</i>	3.2 NATURAL GROWTH (OPTIONAL) → <i>Add a district to the map</i> → <i>Move a citizen token from the pool to that district</i>
4. PHASE: TOPPING OUT	
4.1 REMAINING GROWTH (xTOKENS) → <i>Move a leftover citizen token to an existing district</i> → <i>Change active player</i> → <i>Repeat for each remaining token</i>	4.2 NAME A FEATURE (xPLAYERS) → <i>Name a feature of the city or environment or add a landmark</i> → <i>Change active player</i> → <i>Repeat for each player</i>