

Card creation

1-5 Population

- 1: New hopeful villagers immigrate. Add eight residential buildings, two commercial buildings, and conjoin three buildings if the town already exists.
- 2: Birthrates are on the rise. Upgrade two buildings to the next step.
- 3: More workers. Change two buildings to commercial buildings, add three residential buildings.
- 4: Sickness spreads. Two buildings are abandoned.
- 5: Virulent plague. Halve the population, roll again.

6-10 Government

- 6: Add a new government building. Add three residential buildings. Roll on the **Works chart**.
- 7: New Leader. Change a policy. Add two residential buildings.¹
- 8: Peaceful revolt. Install new leadership. Reroll if you've already rolled a (9).²
- 9: Violent revolt. Lose a quarter of the population of the village and install new leadership. Reroll if you've already rolled a (8).²
- 10: War. Lose a quarter of the population. Roll on the **War Chart**.

11-15 Resources

- 11: Add two farms or a fishery, if a village's population is over 1500, add a trade route instead.
- 12: Exploration discovers a new resource nearby. Add a resource³.
- 13: Cartographers find a new land feature. Roll on the **Geography chart**.
- 14: Economic downturn. Downgrade two buildings.
- 15: Resource gets depleted! If no resource has been found, reroll.

16-20 Culture

- 16: New cultural building. Add two residential buildings. Roll on the **Structure chart**.
- 17: A new religion gets founded in the city. Add a religion.
- 18: A religion grows its audience. Roll at random to decide, if no religion is present, add one.
- 19: Religious animosity. Destroy a building at random.
- 20: Holy war. Remove a religion. Halve the population of that religion. Convert the other half to another. Destroy 3 buildings at random.

¹ Policies are left up to the creator. Could be anything ranging from a ban on nearly anything, mandatory schooling, or restrictions.

² New leadership changes the way a government works. Democratic to autocratic, inherited to electoral, etc. You also change many policies instead of just one.

³ Also left up to the creator. Often times resources are determined by the landscape rather than being left to chance.

Peripheral Charts

Works Chart

- 1: Castle
- 2: Courthouse
- 3: Wall
- 4: Hospital
- 5: Jail
- 6: Library
- 7: Cistern
- 8: Monument
- 9: School
- 10: Guardpost

War Chart

- 1: Major Victory, no damage to buildings.
- 2: Minor Victory, destroy 5 buildings.
- 3: Costly Victory, destroy 10 buildings, reduce population by another quarter.
- 4: Minor Loss, destroy 15 building, reduce population by another quarter.
- 5: Major Loss, destroy 20 buildings, reduce population by another half.
- 6: Complete loss, destroy 25 buildings, reduce population by another half.

Geography Chart

- 1: Hills
- 2: Cave/Cavern
- 3: Cliff
- 4: Forest
- 5: Lake
- 6: Swamp
- 7: Hot Springs
- 8: Mountain
- 9: River
- 10: Volcano

Structure Chart

- 1: University>Academy
- 2: Arena
- 3: Shrine>Temple>Cathedral⁴
- 4: Statue
- 5: Graveyard
- 6: Guildhall. Roll on the **Guild chart**.
- 7: Magical Academy
- 8: Monastery
- 9: Museum
- 10: Theater

Guild Chart

- 1: Artisan's Guild
- 2: Magical Cabal
- 3: Mercenary Company
- 4: Merchant's Guild
- 5: Theater Company
- 6: Thieve's Guild

⁴ Upgrade to the next building if no other religions have a shrine yet. Build a shrine of the next most populous religion.