

**ARCHAEOLOGICAL FIND** **BENEFICIAL**

**KINGDOM**

A well-preserved ruin is found in your kingdom, with historical artifacts connected to the people who lived in your land long ago.

Lore +1. If you have a Museum, the discoverers donate 10,000 gp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).



**ASSASSINATION ATTEMPT** **DANGEROUS**

**KINGDOM**

One of your leaders (determined randomly) is the target of an assassination attempt.

If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a Challenge Rating equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the kingdom immediately incurs the penalties for not having a leader in that role.



**BANDIT ACTIVITY** **DANGEROUS**

**KINGDOM**

Bandits are preying upon those who travel through your kingdom.

Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).



**BOOMTOWN** **BENEFICIAL**

**SETTLEMENT**

Commerce booms in one of your settlements.

Randomly select one settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.



**BUILDING DEMAND** **DANGEROUS**

**SETTLEMENT** **CONTINUOUS**

The citizens demand a particular building be built (01—75) or demolished (76—100).

Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2.



**CARNIVAL** **BENEFICIAL**

**SETTLEMENT**

A carnival, traveling menagerie, or similar roving festival comes to a randomly determined settlement in the kingdom.

This functions as a **Festival Edict** (civic festival) but at no cost to the kingdom's treasury. However, some carnivals provide cover for miscreants, and there is a 25% chance (regardless of whether the kingdom checks for the festival succeed) that the same settlement is affected by a Dangerous Settlement Event (roll randomly) in the same month. This is in addition to the potential for squatters or vandals as a result of a failed festival.



**CROP FAILURE** **DANGEROUS**

**SETTLEMENT**

Pests, blight, and weather ruin the harvest!

Croplands are devastated in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your kingdom takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.



**CULT ACTIVITY**

**SETTLEMENT** **CONTINUOUS**

A religious cult of an alignment opposed to the kingdom's alignment begins kidnapping, converting, or even publicly sacrificing citizens.

Attempt a Loyalty check and a Stability check. If both succeed, the cult is disbanded before your kingdom takes any penalties from the event. For each of these checks you fail, Unrest increases by 1 and Productivity, Society, and Stability decrease by 1. If both checks fail, the event continues in the next Event phase.



**DANGEROUS**

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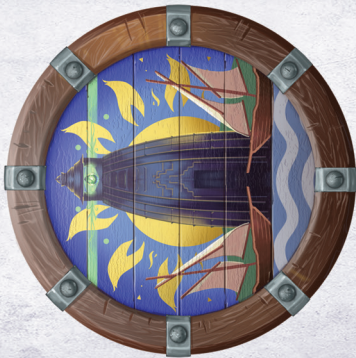
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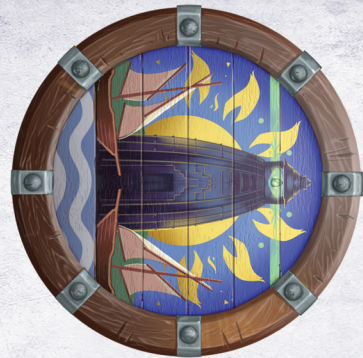
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**DIPLOMATIC OVERTURE** **BENEFICIAL**

**KINGDOM**

A nearby kingdom sends an ambassador to you.

The kingdom seeks to negotiate an embassy (01—60), treaty (61—90), or alliance (91—100), as if using a diplomatic edict (see Optional Kingdom Rules: Edicts). If the GM doesn't have an appropriate kingdom in mind when this event occurs, determine the kingdom's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your kingdom.



**DISCOVERY** **BENEFICIAL**

**SETTLEMENT**

Scholars unearth a bit of ancient lore or devise important new research of their own.

Fame increases by 1 and Lore increases by 1d4.



**DRUG DEN** **DANGEROUS**

**SETTLEMENT CONTINUOUS**

One of your settlements becomes a hive of illicit drug trade.

Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your kingdom takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01—50) or the nearest settlement (51—100).



**ECONOMIC BOOM** **BENEFICIAL**

**KINGDOM**

Trade is booming in your kingdom!

Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).



**FESTIVE INVITATION** **BENEFICIAL**

**KINGDOM**

Your kingdom's leaders are invited to a festival in a neighboring kingdom.

If you attend and bring 1d4 BP worth of gifts, for the next year Society increases by 1, Fame increases by 1 for any check relating to that kingdom, and you gain a +2 bonus on edict checks relating to that kingdom.



**FEUD** **DANGEROUS**

**SETTLEMENT CONTINUOUS**

Nobles (or other influential rival groups) are bickering and their rivalry threatens to erupt into bloodshed.

Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event is continuous.



**FOOD SHORTAGE** **DANGEROUS**

**KINGDOM**

Spoilage, treachery, or bad luck has caused a food shortage.

Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.



**FOOD SURPLUS**

Farmers produce an unexpected windfall!

**BENEFICIAL**

In the next Upkeep phase, the kingdom's Consumption is halved (but returns to normal on the next turn).



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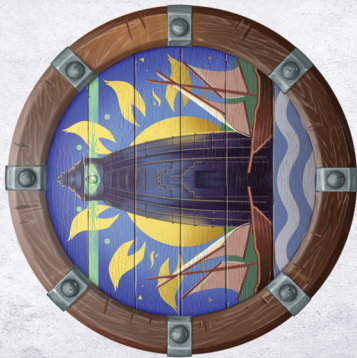
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**GOOD WEATHER** **BENEFICIAL**

*Good weather raises spirits and productivity.*

Economy, Loyalty, and Productivity increase by 2 until the next Event phase.



**IMPROVEMENT DEMAND** **DANGEROUS**

**KINGDOM HEX**

*The citizens demand a particular improvement be built (01—75) or demolished (76—100) in the chosen hex.*

Select the improvement type randomly from those available for the terrain in that hex. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2.



**INQUISITION** **DANGEROUS**

**SETTLEMENT CONTINUOUS**

*Zealots mobilize public opinion against a particular race, religion, kingdom, behavior, or kingdom leader.*

Attempt a Loyalty check. If you fail, the zealots run rampant; Infamy and Law increase by 1 and Lore, Loyalty, Productivity, and Stability decrease by 2. If you succeed, the zealots are somewhat suppressed; Lore, Loyalty, Productivity, and Stability decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).



**JUSTICE PREVAILS** **BENEFICIAL**

**SETTLEMENT**

*Authorities shut down a major criminal operation or thwart a plot against the settlement.*

Law and Loyalty increase by 1 and Crime and Unrest decreases by 1.



**LAND RUSH** **DANGEROUS**

**KINGDOM HEX**

*Overeager settlers claim an unclaimed hex and work to improve it but fight over ownership.*

Select an unclaimed hex adjacent to your territory. The settlers construct a Farm, Mine, Quarry, or Sawmill at their own expense. This hex is not part of your kingdom, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.



**LARGE DISASTER** **DANGEROUS**

**KINGDOM HEX**

*A fire, storm, earthquake, flood, massive sabotage, or other disaster strikes!*

Roll 1d6; on a result of 1—5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)



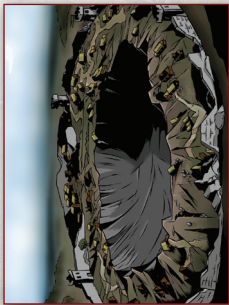
**DANGEROUS**

**LOCALIZED DISASTER**

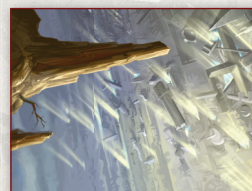
**SETTLEMENT**

*A fire, a flood, a storm, an earthquake, massive sabotage, or another disaster strikes the settlement!*

Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases by 1. This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)



Event in that settlement (roll 1d6: 1-3 results in an Unexpected Find and 4-6 a Monster Attack) during the magical storm.



**MAGICAL STORM**

**DANGEROUS**

**KINGDOM HEX**

*One hex in the kingdom is affected by a strong magical storm, which may include extreme unsavonable weather as well as wholly unnatural weather phenomena (raining frogs, burning hail, necromantic fog, wild magic winds, etc.).*

Economy, Stability, and Productivity are reduced by 2 until the next Event phase. The caster level for any magical effect used within the hex is increased by 1d6-3 for one month. If the hex contains a settlement, there is a 90% chance to have an additional

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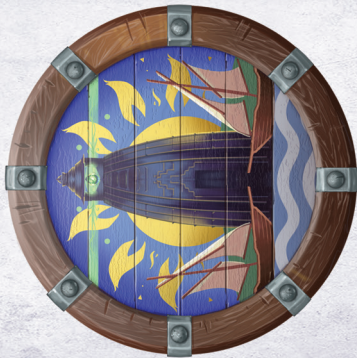
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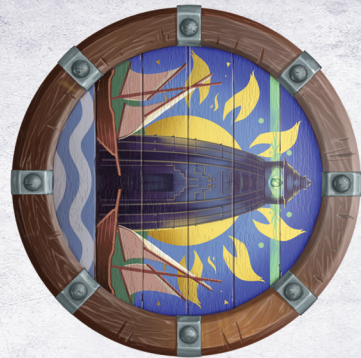
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**MONSTER ATTACK** **DANGEROUS**

**SETTLEMENT** **CONTINUOUS**

A monster (or group of monsters) attacks the kingdom.

The GM picks a claimed hex in the kingdom in which the monster is active. The Challenge Rating of the monster encounter is equal to the party's average level + 1d4-1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.



**NATURAL BLESSING** **BENEFICIAL**

**KINGDOM**

A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your kingdom's morale.

You gain a +4 bonus on Stability checks until the next Event phase.



**NEW SUBJECTS** **BENEFICIAL**

**KINGDOM**

A small group of indigenous intelligent creatures joins your kingdom and submits to your rule.

Society and Stability increase by 1, Unrest decreases by 1, and your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).



**NOBLESSE OBLIGE** **BENEFICIAL**

**SETTLEMENT**

A noble family offers to construct public space to beautify one of your settlements.

The nobles construct a Monument (01—50) or Park (51—100) in your settlement at their family's own expense. The nobles pay all costs and Consumption for this purpose.



**OUTSTANDING SUCCESS** **BENEFICIAL**

**SETTLEMENT**

One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your kingdom.

Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.



**PERSISTENT UNVERIFIABLE RUMOR** **DANGEROUS**

**SETTLEMENT** **CONTINUOUS**

A rumor, that seems to defy confirmation, is spreading through a settlement. This rumor regards an infamous criminal, or government corruption, or some other conspiracy theory.

Attempt a Loyalty check. Attempt a Loyalty check. If you succeed, you end the event but Unrest increases by 1. If you fail, Corruption and Law increase by 1, Unrest increases by 1d6, and the event is continuous.



**BENEFICIAL**

**PILGRIMAGE**

Faithful pilgrims journey to one of your religious edifices to celebrate.

Randomly select one settlement with a Cathedral, Shrine, or Temple. Pious religious folk journey to your settlement, holding a religious festival in that settlement at no BP cost to you.



**PLAGUE**

**DANGEROUS**

**KINGDOM HEX** **SETTLEMENT** **CONTINUOUS**

A deadly sickness strikes the target hex or settlement.

You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Foreign Quarters, Highways, Inns, Piers, Roads, Stables, Stockyards, Taverns, and Waterfronts in the hex, and a bonus equal to the number of Alchemists, Cathedrals, Herbalists, Hospitals, and Temples in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex.



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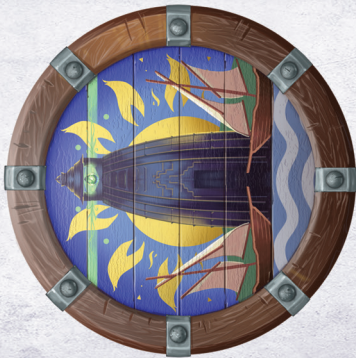
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**POLITICAL CALM**

**BENEFICIAL**

**KINGDOM**

A sudden absence of political machinations coincides with an increase in public approval.

Unrest decreases by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your kingdom has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the kingdom (see Expanding Settlement Modifiers), this also increases Law by 1 for the entire kingdom.



**PUBLIC SCANDAL**

**DANGEROUS**

**KINGDOM**

One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse.

Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a -4 penalty on all Loyalty checks until the next Event phase.



**REMARKABLE TREASURE**

**BENEFICIAL**

**SETTLEMENT**

The settlement immediately fills one of its open magic item slots (selected randomly) with a better than normal item. In 5E, this could be an uncommon item in a common slot, rare if an uncommon slot, or very rare if a rare slot. In the Pathfinder Roleplaying Game, this could be a medium rather than minor item, or a major item rather than medium. If the settlement doesn't have any open magic item slots, treat this event as Unexpected Find Event.



**SENSATIONAL CRIME**

**DANGEROUS**

**SETTLEMENT CONTINUOUS**

A serial killer, arsonist, or daring bandit plagues your kingdom.

Attempt two Stability checks, adding the settlement's Law and subtracting its Crime. If you succeed at both checks, the criminal is caught before your kingdom takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.



**SLAVERS**

**DANGEROUS**

**SETTLEMENT CONTINUOUS**

Criminals begin kidnapping citizens and selling them into slavery.

Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your kingdom takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous.



**SMUGGLERS**

**DANGEROUS**

**CONTINUOUS**

Unscrupulous merchants are subverting legitimate businesses.

Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the kingdom. If you succeed at both checks, the smugglers are stopped before your kingdom takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the kingdom, Productivity for the kingdom decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the kingdom increases by 1, Productivity for the kingdom decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.



**DANGEROUS**

**SQUATTERS**

**SETTLEMENT CONTINUOUS**

An empty settlement lot is taken over by beggars, troublemakers, and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties.



You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.



**TECHNOLOGICAL ADVANCEMENT BENEFICIAL**

**KINGDOM**

Scholars and tinkers develop a new technology or greatly improve an existing technology.

This becomes both a boon and a bane for the nation. Fame, Economy, and Productivity increase by 1. Stability decreases by 1 as people react and adjust to the revolutionary development. Foreign spies increase in the nation as they try to gain the new technology for their own countries, forcing your country to succeed on a Loyalty check each month for the next 1d4 months. Each time this Loyalty check is failed, Unrest increases by 2.



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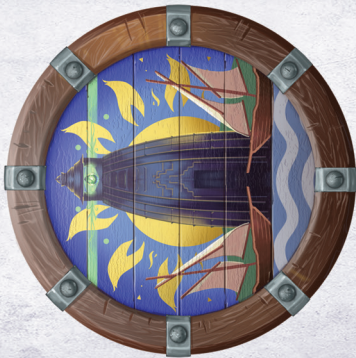
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**UNEXPECTED FIND** **BENEFICIAL**

**SETTLEMENT**

Local citizens discover a forgotten magical item.

The settlement gains one temporary uncommon/medium (01–70) or rare/major (71–100) magic item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.



**VANDALS** **DANGEROUS**

**SETTLEMENT**

Dissidents riot and destroy property.

Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.



**VISITING CELEBRITY** **BENEFICIAL**

**SETTLEMENT**

A celebrity from another kingdom visits one of your settlements, causing a sudden influx of other visitors and spending.

Fame increases by 1 and Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).



**WEALTHY IMMIGRANT** **BENEFICIAL**

**SETTLEMENT**

A rich merchant or a noble from another land is impressed with your kingdom and decides to move there.

The immigrant asks to construct a Mansion (01–75) or Noble Villa (76–100) in the settlement at no cost to you. If you allow it, the building provides its normal benefits to your kingdom.



**BANDIT ACTIVITY** **DANGEROUS**

**KINGDOM**

Bandits are preying upon those who travel through your kingdom.

Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).



**MONSTER ATTACK** **DANGEROUS**

**SETTLEMENT** **CONTINUOUS**

A monster (or group of monsters) attacks the kingdom.

The GM picks a claimed hex in the kingdom in which the monster is active. The Challenge Rating of the monster encounter is equal to the party's average level + 1d4-1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.



**DANGEROUS**

**SQUATTERS**

**SETTLEMENT** **CONTINUOUS**

An empty settlement lot is taken over by beggars, troublemakers, and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties.



You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.



Dissidents riot and destroy property.

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**VANDALS**

**SETTLEMENT**

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Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

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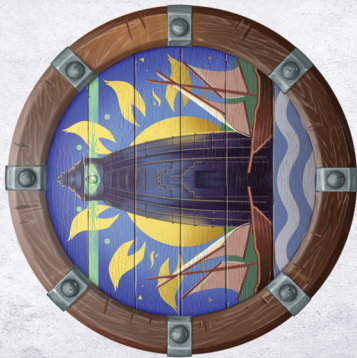
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### EVENT TYPE AND DANGER LEVEL

D%	EVENT
01—02	Natural blessing and roll again <sup>1</sup>
03—04	Good weather and roll again <sup>1</sup>
05—25	Beneficial kingdom event
26—50	Dangerous kingdom event
51—75	Beneficial settlement event
76—96	Dangerous settlement event
97	Bandit activity and roll again <sup>2</sup>
98	Squatters and roll again <sup>2</sup>
99	Monster attack and roll again <sup>2</sup>
100	Vandals and roll again <sup>2</sup>

<sup>1</sup> If reroll is the same, no second event occurs.

<sup>2</sup> If reroll is the same, the second event occurs elsewhere in the kingdom.

### BENEFICIAL KINGDOM EVENTS

D%	EVENT
01—07	Archaeological find
08—12	Diplomatic overture
13—20	Discovery
21—31	Economic boom
32—39	Festive invitation
40—50	Food surplus
51—62	Good weather
63—72	Land rush
73—82	Natural blessing
83—88	New subjects
89—95	Political calm
96—100	Technological advancement

### DANGEROUS KINGDOM EVENTS

D%	EVENT
01—05	Assassination attempt
06—18	Bandit activity
19—28	Feud
29—41	Food shortage
42—51	Improvement demand
52—59	Inquisition
60—64	Large disaster
65—69	Magical Storm
70—78	Monster attack
79—84	Plague
85—92	Public scandal
93—100	Smugglers

### BENEFICIAL SETTLEMENT EVENTS

D%	EVENT
01—14	Boomtown
15—18	Carnival
19—26	Discovery
27—40	Justice prevails
41—46	Noblesse oblige
47—58	Outstanding success
59—66	Pilgrimage
67—72	Remarkable treasure
73—81	Unexpected find
82—93	Visiting celebrity
94—100	Wealthy immigrant

### DANGEROUS SETTLEMENT EVENTS

D%	EVENT
01—10	Building demand
11—17	Crop failure
18—25	Cult activity
26—33	Drug den
34—41	Feud
42—49	Inquisition
50—54	Localized disaster
55—59	Monster attack
60—64	Persistent unverifiable rumor
65—69	Plague
70—74	Sensational crime
75—80	Slavers
81—90	Squatters
91—100	Vandals

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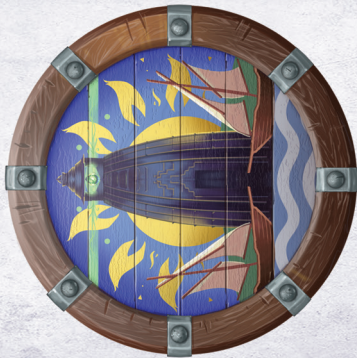
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