* Earthquakes
  + Split the terrain, moving tiles further from each other and leaving a gap in the old tiles. Might not be possible if the map has to stay a hexagon. Could also just have edge tiles be destroyed or something.
  + Could destroy some tiles, leaving a chasm in its place.
* Rockslides
  + Rocks fall from the ceiling, destroying (or just covering to prevent use of) the contents of a tile and covering it in rocks that need to be mined out (perhaps the rocks are a “building” that can also hold units).
* Fires
  + Tiles get covered in fire. After a tile is on fire long enough, destroy the contents of the tile. Fires can be put out by having characters go to the fire and use water to put it out. Fires have a small chance to spread to adjacent tiles, slightly higher chance to spread to path tiles, and a high chance of spreading to adjacent building tiles.
* Cave Life
  + Could be positive or negative. Examples of positive: some form of cattle-esque creature that can be harvested for food, water, etc. Examples of negative: army of giant spiders that kill anything in sight
* Power Outages
  + Power plants stop outputting energy for a short period of time.
* Changed Resource Outputs
  + For farms, could be a surplus year or a poor growth year.
* Water Quality
  + The quality of the water being harvested could become poor, either removing the resource entirely, giving a new dirty water resource that needs to be cleaned before use, or just in general reducing overall water resource output.
* Lava
  + Tiles get consumed by lava. This lava could spread or it could cool?