**LIST OF ACTIVITIES ORDERED BY ACTOR TYPE**

# **CIVILIZATION ACTIVITIES**

## **TRADE DECLINE**

Merchants are spending less time in the ports and markets of the civilization. This has led to a temporary decline in the wealth of the nation.

### **IMMEDIATE OUTCOMES**

-1 Wealth for 10 years

### **CHOICES**

* **INCENTIVISE MERCHANTS TO RETURN –** Cuts wealth negativity modifier by half
* **RAISE TAXES ON TRADE TO RECUPERATE LOSSES –** Removes the modifier temporarily, but returns with -2 wealth over five years in a decade
* **DO NOTHING –** Modifier remains unchanged

## **BORDER CONFLICT**

The civilization has entered into a minor border conflict with a neighboring civilization.

### **IMMEDIATE OUTCOMES**

-10 relations with neighboring Civ

### **CHOICES**

* **ESCALATE THE CRISIS –** Triggers a war between the two civilizations
* **DE-ESCALATION –** Further -5 relations between the two Civs, but no war
* **STUDY ENEMY TACTICS –** Further -10 relations between Civs, but also

## **MONETARY CRISIS**

Something in our economy has gone wrong. Horribly, horribly wrong.

### **IMMEDIATE OUTCOMES**

-2 Wealth for 5 years, -1 Stability for 5 years

### **CHOICES**

* **PRINT MONEY –** Doubles the length of the monetary crisis
* **EMERGENCY MEASURES –** +1 to Wealth for 5 years
* **EMERGENCY WORKS -** +1 Food and +1 Minerals for 5 Years
* **DO NOTHING –** Nothing changes

## **PANDEMIC**

An outbreak of disease has spread rapidly across our civilization. How are we to respond to this great crisis?

### **IMMEDIATE OUTCOMES**

Loss of between 5-10% of the population in all settlements, -1 Stability for 5 Years

### **CHOICES**

* **QUARANTINE THE INFECTED AND LET THEM DIE –** 3-5% more deaths
* **EMERGENCY DISTRIBUTION OF MEDICAL RESOURCES –** 0-5% more deaths
* **PRAY FOR HELP –** 20% chance of Divine Intervention to end Pandemic, 80% chance of nothing happening
* **LET NATURE TAKE ITS COURSE –** A further loss of 5-7% of population

## **FUNDING RESEARCH**

A group of prominent scientists have asked our civilization to sponsor their research.

### **CHOICES**

* **SPONSOR THEM –** +1 Science Points in 10 Years, -1 Wealth for 10 Years
* **REFUSE TO SPONSOR –** No change

## **PRESTIGE PROJECT**

Our civilization is grand, what better way to represent that than a monument to the heavens?

### **CHOICES**

* **A MOMUNEMT TO OUR HISTORY –** +10 Prestige for ruler, +1 Wealth in arrival of Scholars to document the monument
* **A MONUMENT TO OUR GLORY –** +10 Prestige for ruler, +1 to Professionalism of Army for 10 Years
* **A MONUMENT TO OUR LEADER –** +20 Prestige for ruler
* **A WASTE OF MONEY –** -10 Prestige for ruler

## **MILITARY ESCALATION**

Our two civilizations stand on the brink of war. How will we react?

### **IMMEDIATE OUTCOMES**

-10 Relations with a neighbouring civilization, usually one already on negative relations

### **CHOICES**

* **WAR –** Go to war with neighbour, -50 to relations
* **ATTEMPT DE-ESCALATION –** 50% Chance that crisis escalates into war, -25 to relations

## **BRAIN DRAIN**

Our policies have led to a brain drain, our best and brightest are leaving our land for distant shores...

### **IMMEDIATE OUTCOMES**

5% of Random settlements see between a 3-7% population decline, -1 to Technology

### **CHOICES**

* **INCENTIVISE INTERNAL MIGRATION –** 5% of settlements randomly loses between 1-2% of population, 5% of settlements then randomly gain this population
* **INCENTIVISE THE BEST TO STAY –** A further 3% population decline in 5% of settlements, but no technology decline
* **CLOSE THE BORDERS –** No more population decline, but a -1 to Technology and Magic Research
* **DO NOTHING –** A further 3% population decline in 5% of settlements and -1 to Technology and Magic Research

## **POPULATION BOOM**

Whether it be due to a good feeling in the air, or more money to spend, something is causing people to have more kids.

### **IMMEDIATE EFFECTS**

5% of Random Settlements see between a 2-5% population increase

### **CHOICES**

* **ENCOURAGE THE BOOM –** A further 5% of settlements see a 3-5% increase in population
* **INVEST IN EDUCATION –** In 10 years gain +1 in both Technological and Magical Progress
* **DISCOURAGE THE BOOM –** No further population increases
* **LET THE PEOPLE BE –** A further 2% of settlements see a 1-3% increase in population

## **BEAST CRISIS**

An unusual number of beasts have started to appear in our territories. How shall we respond to this crisis?

### **IMMEDIATE EFFECTS**

Randomly selects 10% of settlements and adds the “Beast Outbreak” modifier

### **CHOICES**

* **POST A BOUNTY –** Spawns a bounty in each region with a beast modifier, allowing character to access it as an activity
* **DEPLOY THE ARMY –** -1 Wealth for 5 years, removes all modifiers eventually
* **DO NOTHING –** -1 Stability for 10 years, removes all modifiers after 10 years

## **CULT PURGE**

A nefarious cult has entrenched itself in the borders of our civilization. How shall we react to their occult activity?

### **IMMEDIATE EFFECTS**

Randomly selects 10% of Settlements and adds the “Cult Activity” modifier, additionally -1 Stability for 5 years

### **CHOICES**

* **POST A BOUNTY –** Spawns a bounty in each region with cult activity
* **PAINT THE STREETS RED –** Removes all cult activity modifiers after 5 years, -1 Wealth for 10 years
* **CALL FOR A CRUSADE -** +10 Relations with 3 random neighbouring civilizations, removes all cult activity after 5 years. -1 Wealth and -1 Stability for 10 years. 20% chance to change Civ Trait to Holy
* **LET THE ROT FESTER –** -2 Stability, Cult Activity will disappear after 10 years

## **POLITICAL INSTABILITY**

To put it quite frank your excellency… We’re screwed.

### **IMMEDIATE EFFECTS**

-1 Stability for 10 Years

### **CHOICES**

* **REFORM THE CIVIL SERVICE –** Cuts duration of instability debuff by 5 year
* **PURGE THE ARMY –** Cuts two years off instability debuff but decreases professionalism of army by 1
* **STEADY AS SHE GOES –** Does nothing

## **ENGINEERING PROJECT**

A group of mastermind engineers have proposed the constructing of a vast engineering marvel, all they ask is your funding in return for its rewards.

### **CHOICES**

* **FUND THE PROJECT –** -1 Wealth for 10 Years, once completed provides a permanent +1 to Wealth, Food, and Natural Resources
* **REFUSE TO FUND IT –** Nothing happens

## **FUNDING MAGES**

A school of Mages have approached you, requesting funding in exchange for secrets of the arcana.

### **CHOICES**

* **FUND THE SCHOOL –** -1 Wealth for 10 Years, +1 Magic Research
* **REFUSE TO FUND –** Nothing happens

## **FUNDING EDUCATION**

The state cannot prosper without caring for its youth, how will we assist the future of the nation?

### **CHOICES**

* **FUND EVERYTHING! –** -2 to Wealth for 10 Years, +1 to Magic and Technology
* **PRIORITISE THE NATURAL SCIENCES –** -1 to Wealth, +1 to Technology
* **PRIORITISE THE MAGICAL SCIENCES –** -1 to Wealth, +1 to Magic
* **DON’T FUND ANYTHING –** -1 to Magic and Technology after 10 years

## **PIRATES**

Pirate activity has spiked in recent times, how shall we react to this growing issue?

### **IMMEDIATE OUTCOMES**

-1 to Stability for 10 years, spawns Pirate Activity modifier in 5% of settlements

### **CHOICES**

* **PLACE BOUNTIES –** Spawns bounties for characters to complete to remove modifiers
* **PAY THEM OFF –** -1 Wealth for 10 years, decreases duration of pirate activity by half
* **SEND IN THE NAVY –** -2 to Wealth for 10 years, immediately ends Pirate Activity
* **WAIT THEM OUT –** Nothing happens

## **CIVILIZATION ACTIVITIES WEIGHTING TABLE**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ACTIVITY** | **ECONOMIC** | **EXPANSIONIST** | **NEUTRAL** | **COLONIAL** | **RESEARCH** | **HOLY** |
| TRADE DECLINE | “[0.6, 0.1, 0.3]” | “[0.2, 0.4, 0.4]” | “[0.2, 0.2, 0.6]” | “[0.3, 0.1, 0.6]” | “[0.4, 0.4, 0.2]” | “[0.2, 0.6, 0.2]” |
| BORDER CONFLICT | “[0, 0.7, 0.3]” | “[0.6, 0, 0.4]” | “[0.2, 0.6, 0.2]” | “[0.2, 0.4, 0.4]” | “[0.1, 0.1, 0.8]” | “[0.4, 0.4, 0.2]” |
| MONETARY CRISIS | “[0, 0.6, 0.4, 0]” | “[0.2, 0.3, 0.4, 0.1]” | “[0.2, 0.4, 0, 0.4]” | “[0.2, 0.2, 0.5, 0.1]” | “[0.1, 0.5, 0.3, 0.2]” | “[0.4, 0.2, 0.3, 0.1]” |
| PANDEMIC | “[0.5, 0.3, 0, 0.2]” | “[0.6, 0.2, 0.1, 0.1]” | “[0.2, 0.2, 0.2, 0.4]” | “[0.1, 0.6, 0.2, 0.1]” | “[0.4, 0.5, 0, 0.1]” | “[0.1, 0.1, 0.7, 0.1]” |
| FUNDING RESEARCH | “[0.7, 0.3]” | “[0.3, 0.7]” | “[0.5, 0.5]” | “[0.4, 0.6]” | “[1, 0]” | “[0.1,0.9]” |
| PRESTIGE PROJECT | “[0.5, 0.1, 0.1, 0.3]” | “[0.2, 0.5, 0.1, 0.2]” | “[0.3, 0.3, 0.3, 0.1]” | “[0.6, 0.3, 0, 0.1]” | “[0.6, 0, 0, 0.4]” | “[0.2, 0.4, 0.3, 0.1]” |
| MILITARY ESCALATION | “[0.3, 0.7]” | “[1, 0]” | “[0.5, 0.5]” | “[0.7, 0.3]” | “[0.4, 0.6]” | “[0.6, 0.4]” |
| BRAIN DRAIN | “[0.4, 0.4, 0.2, 0]” | “[0.2, 0.1, 0.5, 0.2]” | “[0.4, 0.2, 0.2, 0.2]” | “[0.8, 0.2 ,0,0]” | “[0.3, 0.5, 0.2, 0]” | “[0.3, 0.1, 0.5, 0.1]” |
| POPULATION BOOM | “[0.5, 0.3, 0, 0.2]” | “[0.7, 0, 0, 0.3]” | “[0.3, 0.2, 0.2, 0.3]” | “[0.8, 0.1, 0, 0.1]” | “[0.3, 0.5, 0.2, 0]” | “[0.6, 0.2, 0.1, 0.1]” |
| BEAST CRISIS | “[0.7, 0.1, 0.2]” | “[0.3, 0.6, 0.1]” | “[0.2, 0.2, 0.6]” | “[0.2, 0.6, 0.2]” | “[0.6, 0.2, 0.2]” | “[0.3, 0.5, 0.2]” |
| CULT PURGE | “[0.6, 0.3, 0.1, 0]” | “[0.3, 0.6, 0.1, 0]” | “[0.5, 0.2, 0.2, 0.1]” | “[0.5, 0.4, 0.1, 0]” | “[0.6, 0.1, 0.2, 0.1]” | “[0.2, 0.2, 0.6, 0]" |
| POLITICAL INSTABILITY | “[0.6, 0.2, 0.2]” | “[0.2, 0.6, 0.2]” | “[0.2, 0.2, 0.6]” | “[0.4, 0.4, 0.2]” | “[0.5, 0.2, 0.3]” | “[0.4, 0.5, 0.1]” |
| ENGINEER PROJECT | “[0.8, 0.2]” | “[0.6, 0.4]” | “[0.5, 0.5]” | “[0.7, 0.3]” | “[1, 0]” | “[0.5, 0.5]” |
| FUNDING MAGES | “[0.6, 0.4]” | “[0.7, 0.3]” | “[0.5, 0.5]” | “[0.6, 0.4]” | “[0.4, 0.6]” | “[0.6, 0.4]” |
| EDUCATION FUNDING | “[0.5, 0.2, 0.2, 0.1]” | “[0.2, 0.4, 0.2, 0.2]” | “[0.3, 0.3, 0.,3 0.1]” | “[0.2, 0.3, 0.3, 0.1]” | “[0.6, 0.2, 0.2, 0]” | “[0.3, 0.2, 0.4, 0.1]” |
| PIRACY | “[0.3, 0.3, 0.3, 0.1]” | “[0.2, 0.2, 0.6, 0]” | “[0.3, 0.3, 0.2, 0.2]” | “[0.2, 0.5, 0.1, 0.2]” | “[0.4, 0.2, 0.2, 0.2]” | “[0.3, 0.3, 0.4, 0]” |