# Haunting

## Event Description

It is late, very late. Everyone else in the castle has gone to bed, but you are still awake. The candle by your desk flickers, and then goes out. You think you hear something—or maybe it’s just your imagination. Then, you hear it again. Slowly, the hairs on your arm stand up…

Suddenly, a ghost appears before you, a mere foot from your face. You yelp in fright, then have to bite your tongue to keep from screaming again as more ghosts appear, until they surround you. The ghosts are all dressed in fine clothes, and some are wearing crowns. Familiar crowns…

The ghost directly before you sighs. “<Ruler> <PlayerName>,” it intones. “We are the ghosts of rulers past. We have come to warn you…” It raises its spectral arms, and you see a gruesome stab wound in its side. “Do not make the same mistakes we did! Heed your people, rule wisely but fairly, learn from our mistakes…”

The ghosts crowd closer in around you. Your teeth are chattering. They do not seem as though they are going to leave anytime soon. What do you do?

### Event tag: haunting1

### event requirements: {haunting1: false, have been playing for at least 3 events}

## Choices

### choice1: Plead with the ghosts to leave you alone. You swear that you will be a good ruler, live long, and not make the same mistakes they did.

choice tag: haunting1-persuade

choice requirements: {diplomacy: 65, happiness: 50, wealth: 50, power: 50}

state changes: {diplomacy: +3, happiness: +5, wealth: +5, power: +5}

### choice2: Threaten the ghosts to leave you alone, or else when you die, you’ll make fun of them forever in the afterlife. (alt: Tell the ghosts to fuck off.)

choice-tag: haunting1-threaten

choice requirements: {military: 75, diplomacy: 55}

state changes: {diplomacy: +3, military: +3}

### choice3: Try to remember a spell you learned for banishing ghosts. Wait, did it need special materials? You hope this works!

choice-tag: haunting1-magic

choice requirements: {magic: 85}

state changes: {magic: +5, power: +3}

### choice4: “Please, spirits! Give me advice! Tell me what I must do to avoid the same fates as you!”

choice-tag: haunting1-advice

choice requirements: {none}

state changes: {random +3 boost to military, magic, or diplomacy}

### Results:

#### On choices 1-3:

“Very well,” the ghost says, sounding… disappointed? “We can tell when we’re not wanted. We will let you be. Rule wisely.” And then—suddenly—they are gone, and the room is once again filled with darkness.

The ghosts leave you alone after that. (Subsequent haunting events do not trigger.)

#### On choice 4:

The lead ghost nods. “A wise decision. Learn well, young ruler, and prosper as we did not. We will visit again.” And then—suddenly—they are gone, and the room is once again filled with darkness.

#### On failure:

The lead ghost laughs. “You will not be rid of us that easily!” The ghosts seem to multiply and grow, until they are filling the entire room, haunting visions of death. “Remember this visit, young ruler! You cannot escape your past!” And then—suddenly—they are gone, and the room is once again filled with darkness.

On subsequent hauntings, kingdom stats decrease by steadily larger amounts, as the people hear that their ruler is being haunted.

# Dragon

## Event Description

You hear shrieks from outside the window. You turn to look out, and see fires—riots? But then, a massive winged shape flies across the sky, briefly blocking out the sun. A stab of terror pierces you. *Dragon.*

This is a potentially game-ending event, unless the ruler succeeds on one of the choices. Even then, if the dragon is not killed, it can return.

### Event tag: dragon

### event requirements: {wealth: 90, dragon-dead: false}

Need some way to check if the dragon has been killed already.

Should it be drawn by large amounts of gold? Or something else?

## Choices

### choice1: Frantically concoct a spell that will take down the dragon. The only way to fight a magical creature… is with magic.

choicetag: dragon-magic

choice requirements: {magic: 95}

state changes: {dragon-dead: true, happiness: +10, power: +10, wealth: +10, magic: -20}

outcome text: The people are ecstatic that you’ve saved them, but your magic is drained. You doubt if you’ll ever be able to pull off a spell like that again.

### choice2: Summon the army, especially the catapults and trebuchets. You will kill the beast, with your own two hands, if need be!

choicetag: dragon-military

choice requirements: {military: 95}

state changes: {dragon-dead: true, happiness: +10, power: +10, wealth: +10, military: -20}

outcome text: The people are ecstatic that you’ve saved them, but your army has taken a significant hit, and you were injured. It’ll take a while before you can get yourself and your army back into its previous shape.

### choice3: Dragons are sentient creatures, right? Perhaps you can reason with it? You’ve been told you have a silver tongue. You just hope that doesn’t mean the dragon will want to take it.

choicetag: dragon-diplomacy

choice requirements: {diplomacy: 95}

state changes: {dragon-dead: false, happiness: +10, power: +10, wealth: +10, diplomacy: -10}

outcome text: The people are ecstatic that you’ve saved them, and amazed that you did so with only your words. For your part, you are severely shaken. The dragon had *horrible* breath, and it will take some time for you to regain your composure.

### choice4: There’s no hope of defeating this beast. Perhaps you can offer it a gift of gold or food to placate it and keep it from further ravaging the kingdom. It will have to be a fairly significant gift, though…

choicetag: dragon-give

choice requirements: {wealth: 50, persuade: 60}

state changes: {dragon-dead: false, happiness: -20, power: -10, wealth: -50}

outcome text: The dragon accepts your tribute and flies away, but it sets fire to various parts of the countryside as it does. Your treasury is depleted, your country is ruined, and your people are not happy. You try to cheer yourself up by telling yourself that you lived but… All in all, it’s not a good day.

### failure: The dragon kills you, dude!

# So you say you want a revolution

Peasant end-game event

## Event Description

Life is going… surprisingly well, especially considering that you’re in the lowest class of the kingdom. Despite your lowly status, you’re healthy, well-educated, pretty well-off. So are all your neighbors. In fact, pretty much the only thing really holding you back right now is… the <king>. Well, the <king>, the middle class, and the upper class. At this point, you don’t really need any them—you and the rest of the peasants can practically run the country yourselves! You’ll have to change your name from peasants, though. Maybe citizens?

Well, how about it? Do you want a revolution?