

# THE WORLD OF FARLAND'S CAMPAIGN EVENTS CHART

This chart is a DM aid to give more realism to a world, to give the illusion that the PCs aren't the only people in the world with a life. It can be used annually or at the DM's discretion. News of most of the events on the chart should reach the PCs by word of mouth; they should not witness it, and it need not even directly affect them at all. Some of the events will affect them, however, and some events would make good adventure hooks. The chart is very general. The specifics of the events are left to the DM. For more useful tools, see [www.farlandworld.com](http://www.farlandworld.com).

Roll	Event
1-30	No event
31	Assassination of a minor figure
32	Assassination of a major figure
33	Economic boom
34	New Trade Route established
35	Old Trade Route jeopardized
36	Minor Pestilence
37	Major Pestilence
38	Drought
39	Bumper Crop
40	Rioting in a minor city
41	Rioting in a major city
42	Noble/ Important Birth
43	Noble/Important Natural Death
44	Economic Recession
45	Pest infestation
46	Fire in minor city
47	Fire in major city
48	Flood
49	Important Shipwreck
50	Important Marriage
51	Minor Natural Disaster
52	Major Natural Disaster
53	Important Kidnapping
54	Minor supernatural event
55	Major supernatural event
56	Religious schism
57	Minor bandit raids
58	Major bandit raids
59	Astronomical event
60	Minor heroic incident

61	Major heroic incident
62	Bard becomes slightly famous
63	Bard becomes majorly famous
64	Minor Theft
65	Major Theft
66	Minor Natural Disaster
67	Major Natural Disaster
68	Crime Wave
69	Prophecy made
70	Minor Monster Trouble
71	Major Monster Trouble
72	Minor Magical Item discovered/ created
73	Major Magical Item discovered/ created
74	Noble gains slight popularity
75	Noble gains major popularity
76	Small Civil War
77	Large Civil War
78	Incident causes racial tension
79	Incident causes racial warfare
80	Strife with a neighboring power
81	Minor war
82	Major war
83	New civilized area founded
84	Strife between religious sects
85	War between religious sects
86	New source of wealth discovered
87	New religion founded
88	Great book written
89	Great work of art created
90	Coup
91	Event of justice (trial, etc.)
92	Change in local laws
93	Invention
94	Guild grows powerful
95	Extraplanar event
96	Important discovery by explorers
97	Academic advancement
98	Religious event
99	DM choice or event not listed
100	Roll Twice