

Event Cards

Sheet 1 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Supply Delay

Upgrades cost +1 coin this round.

"The shipment's late. Again."

♦ EVENT

Boom Town

Every player gains 1 coin.

"Trade is good. Everyone's eating."

♦ EVENT

Storm

Every player pays 1 coin or loses 1 Rep.

"Batten down the hatches."

♦ EVENT

Rumor

You lose 1 Rep — unless someone vouches for you.

"People are talking..."

♦ EVENT

Big Order

Market prices +1 this round.

"A caravan just arrived with deep pockets."

♦ EVENT

Festival of Plenty

Next 2 Festival landings give +2 Rep instead of +1.

"The whole town is celebrating."

♦ EVENT

Swindle

Force one voucher redemption now.

♦ EVENT

Windfall

You gain 3 coins.

♦ EVENT

Drought

No Market purchases this round.

Event Cards

Sheet 2 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Trust Crisis

Players with Rep < 3 lose 1 more Rep.

"When trust is low, it falls further."

♦ EVENT

Lost Wallet

You can't trade this turn — unless someone lends you 1 coin.

"Has anyone seen a small leather pouch?"

♦ EVENT

Good News Travels

If you helped someone last round, gain 2 coins now.

"Word got around about what you did."

♦ EVENT

Awkward Favor

Ask any player to cover 2 coins for you. You owe them 3 later.

"Hey... get a minute?"

♦ EVENT

Found a Shortcut

Gain 3 coins, but lose 1 Rep. People noticed.

"Nobody saw... right?"

♦ EVENT

Community Dinner

Everyone may donate 1 coin. Each donor gains +1 Rep.

"Bring something to share."

♦ EVENT

Old Friend

Pick a player. You each gain +1 Rep.

♦ EVENT

Broken Bridge

Skip your next move. Stay where you are.

♦ EVENT

Harvest Moon

The player with the fewest coins gains 2 coins.

Event Cards

Sheet 3 of 3 · shuffle face-down · cut along the lines



♦ EVENT

Tall Tale

Gain 1 Rep. But if you're already above 7, lose 1 instead.

"Some stories are too good to be true."

♦ EVENT

Lucky Find

Draw another Event immediately.

"What's this?"