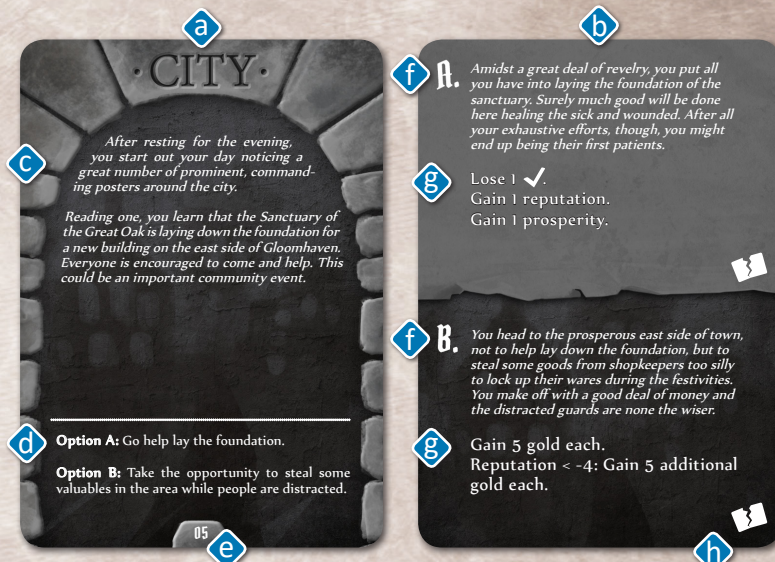# City and Road Event Cards

Players will have many opportunities to encounter city and road events throughout a campaign. When players encounter an event, they draw the top card off the corresponding deck and read the front side ⓐ. Note that event cards have content on both sides, and the back ⓑ should not be read until the front is resolved. City events and road events have different art and content, but they work the same way.

AN EVENT CARD CONTAINS:

- A thematic introduction to the event ⓒ. This should be read first.

- A **decision point** ⓓ. The party as a whole must choose between two options depending on their preference. Only after a collective decision has been reached should the card be flipped over and the proper **outcome** on the back resolved.

- The number of the event ⓔ. This number will be referenced in the game when instructing players to add specific events to their respective decks.

- Descriptions of both choices ⓕ. Depending on which option the party chose, players should read the corresponding choice and ignore the other.

- The outcome of a choice ⓖ, which consists of a block of thematic text followed by the specific game play effects on the game in bold. A choice can contain multiple separate outcomes, some dependent on specific conditions (see Completing Road Events on pp. 41–42 for details).

- Icons directing players to either remove the event card from the game ⓗ or return it to the bottom of the corresponding event deck ⓘ after the outcome is resolved.

City Event Card

Road Event Card

When the game box is opened and the campaign begins, a shuffled city event deck and road event deck should both be created using city and road events 01 through 30. Players will be directed to add or remove certain events from these decks over the course of the campaign. When a card is added to an event deck, the event deck should then be shuffled. Note that adding a card is different from returning a played card to an event deck, in which case it is placed on the bottom of the deck and the deck is not shuffled.