

Virulent Plague!

Draw a region card.

Each robust language variety in that region loses 1 vitality. Each robust language variety in any adjacent region also loses 1 vitality. *(Remnants are not affected by the plague.)*

Any player who lost vitality due to this event must also discard 1 influence token of their choice for each vitality lost.

Volcanic Eruption!

Draw a region card.

Each robust language variety in that region loses 2 vitality. *(Remnants are not affected by the eruption.)*

Any player who lost vitality due to this event must also discard 2 influence tokens of their choice.

Religious Reform!

Draw a region card.

Each player who controls that region receives 2 faith. Each player who controls any adjacent region receives 1 faith. *(Players receive influence for every relevant region they control.)*

Any player who did not receive faith from this event loses 1 faith.

Grand Treaty!

Draw a region card.

Each player who controls that region receives 2 authority. Each player who controls any adjacent region receives 1 authority. *(Players receive influence for every relevant region they control.)*

Any player who did not receive authority from this event loses 1 authority.

Cultural Hub!

Draw a region card.

Each player who controls that region receives 2 population. Each player who controls any adjacent region receives 1 population. *(Players receive influence for every relevant region they control.)*

Any player who did not receive population from this event loses 1 population.

Scientific Discovery!

Draw a region card.

Each player who controls that region receives 2 knowledge. Each player who controls any adjacent region receives 1 knowledge. *(Players receive influence for every relevant region they control.)*

Any player who did not receive knowledge from this event loses 1 knowledge.

Language Contact!

The languages represented by black, green, and tan pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

The languages represented by grey, purple, and lime pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

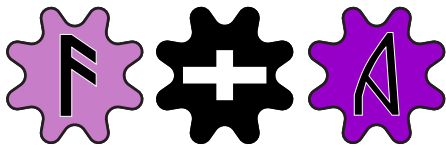
The languages represented by white, brown, and lavender pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*





Language Contact!

The languages represented by lavender, black, and purple pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

The languages represented by lime, white, and green pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

The languages represented by tan, grey, and brown pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Church Schism!

Each player with the most fatih loses 2 faith. Each other player gains 1 faith.

Social Unrest!

Each player with the most population loses 2 population. Each other player gains 1 population.

Succession Crisis!

Each player with the most authority loses 2 authority. Each other player gains 1 authority.

Censorship Trials!

Draw a region card.

Each player who controls that region must move back 1 space on the Literacy track. If they are on a milestone, they do not move back.

Any player that moved back may then choose to advance 1 space on the Doctrine track, in current turn order. This movement is optional.

Religious Zealotry!

Draw a region card.

Each player who controls that region must move back 1 space on the Academy track. If they are on a milestone, they do not move back.

Any player that moved back may then choose to advance 1 space on the Piety track, in current turn order. This movement is optional.

Scholarly Turn!

Each player with the most knowledge loses 2 knowledge. Each other player gains 1 knowledge.



Language Contact!

The languages represented by brown, lime, and black pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

The languages represented by green, lavender, and grey pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Language Contact!

The languages represented by purple, tan, and white pieces increase their contact with the dialects! *(Follow the instructions for language contact in the rules.)*



Literary Giant!

Each player that is furthest along on the Literacy track may choose to advance 1 space further on the Literacy track, in turn order. This movement is optional.

Capitulary Education!

Each player that is furthest along on the Academy track may choose to advance 1 space further on the Academy track, in turn order. This movement is optional.

Ordained Resident!

Each player that is furthest along on the Doctrine track may choose to advance 1 space further on the Doctrine track, in turn order. This movement is optional.

Scriptural Translation!

Each player that is furthest along on the Piety track may choose to advance 1 space further on the Piety track, in turn order. This movement is optional.

Notorious Satire!

Draw a region card.

Each player who controls that region must move back 1 space on the Doctrine track. If they are on a milestone, they do not move back.

Any player that moved back may then choose to advance 1 space on the Literacy track, in current turn order. This movement is optional.

Secular Curriculum!

Draw a region card.

Each player who controls that region must move back 1 space on the Piety track. If they are on a milestone, they do not move back.

Any player that moved back may then choose to advance 1 space on the Academy track, in current turn order. This movement is optional.



Uneasy Alliance!

Draw two region cards.

The controllers of each region gain 1 population and 1 authority. *(If a Reprieve is drawn, resolve the event for as many regions as possible before reshuffling.)*

Remote Priory!

Draw two region cards.

The controllers of each region gain 1 knowledge and 1 faith. *(If a Reprieve is drawn, resolve the event for as many regions as possible before reshuffling.)*

Rapid Urbanization!

Draw three region cards.

All robust occupants of all of these regions gain 1 vitality in each of those regions where they are robust. Any player that gained any vitality from this event also gains 1 population per vitality gained. *(If any Reprieves are drawn, resolve the event for as many regions as possible before reshuffling.)*

Famed Travelogue!

Draw three region cards.

All robust occupants of all of these regions gain 1 vitality in each of those regions where they are robust. Any player that gained any vitality from this event also gains 1 knowledge per vitality gained. *(If any Reprieves are drawn, resolve the event for as many regions as possible before reshuffling.)*

Dynastic Patronage!

Draw three region cards.

All robust occupants of all of these regions gain 1 vitality in each of those regions where they are robust. Any player that gained any vitality from this event also gains 1 authority per vitality gained. *(If any Reprieves are drawn, resolve the event for as many regions as possible before reshuffling.)*

Pastoral Outreach!

Draw three region cards.

All robust occupants of all of these regions gain 1 vitality in each of those regions where they are robust. Any player that gained any vitality from this event also gains 1 faith per vitality gained. *(If any Reprieves are drawn, resolve the event for as many regions as possible before reshuffling.)*

Military Campaign!

Draw two region cards.

The robust occupants of the first region each place 2 vitality in the second region. *(If any Reprieves are drawn, the event is cancelled.)*

Critical Trade Route!

Draw two region cards.

The current controllers of each region simultaneously place 2 vitality in the other region. *(If any Reprieves are drawn, the event is cancelled.)*

