

<p>5 Object</p> <p>Antlers</p>  <p>This majestic set of antlers is the centrepiece for a collection of trophies. You can use the antlers to increase your experience. Discard the Trophy and roll a dice, adding the values of all slain Enemy cards you have collected. If you get a total of "7" or higher you get one Strength.</p>	<p>1 Event</p> <p>Banquet</p>  <p>The King has invited all Nobles to his "Red Banquet" in the Castle. Every player in possession of a Nobleman-card who does not have a Wanted-card may come to the Castle and is healed up to his maximum Lives for free. At the end of the evening, the King searches for an Ambassador and the players may bid for the Herald Character Card.</p>	<p>1 Event</p> <p>Bounty</p>  <p>The King is fed up with the continuing number of outlaw raids. Thus, he has decided to stake the heads of captured Outlaws as a deterrent. Place this card at the Castle. You may trade in slain human Enemies (Bandit, Cultists, etc):</p> <ul style="list-style-type: none"> 1 Enemy 1 Bag of Gold 2 Enemies Gain a Nobleman card 3 Enemies Become new the King's Champion! 	<p>1 Event</p> <p>Unique Offer</p>  <p>The Trader in the Village must bring a gift to the Baron. He offers you one Gold for a Magic Object. If you don't want to make the trade, all other players are asked in clockwise order. If all players decline, he increases the offer to two Gold (same procedure). If all players decline, he steals a random Magic Object from one of the players.</p>
<p>1 Event</p> <p>Firework-Show</p>  <p>The King has ordered a great show of fireworks. All players who want to visit this spectacle may come to the Tavern and roll dice on the Tavern-table. Noblemen who want to come celebrate in the exclusive Royal marquee and receive a Magic Brew for free!</p>	<p>6 Place</p> <p>Lottery</p>  <p>The King needs money and thus has organised a Lottery. You may buy a ticket for one Gold Roll a dice.</p> <ul style="list-style-type: none"> 1-3 washout 4 you win one Bag of Gold 5 you win two Bags of Gold 6 you win a Nobleman card <p>The Lottery ends when a player has won the Nobleman card.</p>	<p>1 Event</p> <p>Confession</p>  <p>A member of the Royal House has been connected with a scandal. Your mother tells you that this person is your real father. If you wish, you can make this public and take a Nobleman card, but your mother would not like you to do so.</p>	<p>6 Place</p> <p>Monument</p>  <p>The King is looking for sponsors to build a rather expensive monument. If you donate some Gold, you may roll a dice. If the result is equal or lower to the amount of Gold you have contributed, the King ennobles you and you may take a Nobleman card.</p>
<p>1 Event</p> <p>Handbag</p>  <p>The Queen needs a new handbag (although she already has eight of them). Most en vogue are handbags made of Dragon skin, but Saurian or Crocodile skin is fashionable as well. The first player to bring such a slain Enemy to the Royal Castle receives three Gold and a Nobleman card.</p>	<p>1 Event</p> <p>Population Census</p>  <p>The King has ordered a census of his population. All players must return to the starting spaces. Noblemen instead may go to the Royal Castle. All strangers leave the country for the discard pile. Any player who refuses is assigned a Warrent-Card.</p>	<p>4 Stranger</p> <p>Honorary-Consul</p>  <p>The rich Honorary Consul has great influence at the King's court. For two Gold he will use his influence in your favour and you will gain a Nobleman card. For one bag of Gold you will clear of a Warrent card. Once he has received some Gold, he will return to the City to look after his business. Place this card on the Discard pile.</p>	<p>4 Stranger</p> <p>Duke of Prattle</p>  <p>The Duke of Prattle has been chosen by the King to end the Dragon plague. However, the Duke doesn't want to dirty his hands, and so he will give a Nobleman card to the first player who will bring him a Dragon Enemy. Afterwards, the Duke will set of to the Discard pile where he will celebrate his new title of "Minister of Extraordinary Plagues".</p>
<p>1 Event</p> <p>Abdiction</p>  <p>The High Judge has disposed of the doting King. The following unrest causes the removal of all cards from the City board. All Nobles loose the privileges. Likewise, the King's Champion and the Sheriff loose their special character cards. However, the Judge's rule ends when a child of the King (Prince or Princess) enters the Royal Castle.</p>	<p>5 Follower</p> <p>Farmer's Son</p>  <p>The son of a local farmer wants to experience some adventures. He joins you on your quest, allowing you to add one to your dice rolls in all locations in the Village and for movement in the Village. He will sacrifice himself for a female player if she looses a Life. You have to discard him in the Tavern because he's drunken.</p>	<p>5 Object</p> <p>Guard's Tunic</p>  <p>If you wear the tunic of the City Guard you can pass through the Gates without control. The Doctor in the City heals you for free and you will not be hampered by the Guard or Patrol. However, this does not apply for your check after doing something against the Law.</p>	<p>1 Law-Event</p> <p>Judicial-Error</p>  <p>The High Judge at the King's Court has convicted you in your absence. You have to take a Warrent card. You can only guess who might be responsible for this intrigue. If you are the Sheriff, the King's Champion, a Nobleman or the Prince or Princess are your follower, you can clear yourself against these charges and hand the Wanted card to another player.</p>