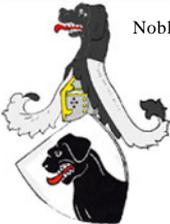# Graf von Laubenblatt — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* Add one to your die roll in combat when you will be in the Woods, Forrest oder Wood-Realm

el Conte de Perros — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* If any Dog or Wolf is your Follower he has Strength 3/ Craft 2 an will not leave you

el Borón de Herradura — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You get 1 Gold each time you join the Pony Express (Village) and a discount of 1 Gold in the Stables

Graf von Unterhampen — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You get 1 Bag of Gold when meeting the Noble Squire (Village) or the King in the Castle

Duc d' Chasseur — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* Add one to you die roll in combat with Animal-Enemies

Konsul Wuppermann — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You are free of charge using every kind of Ferry, Wharf (City), Fisherman (Village), River Barge, Raft or Landing Stage

Magrave de Épée — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* Add one to you die roll in combat when using a sword

Earl of West-Tankard — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* Add one to you die roll in the Tavern. There you can also buy a Magic Brew for 1 Gold

Duke of Shamrock — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* No female Follower will leave you of any reason

Graf von Krähenfutz — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You know secret entrances into the Dungeon from the Ruins and the Donjon

von Schifferdecker — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You can add one to your die roll for movement in the City or Village

Herzog von Breitenstedt — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You get an old Gun as a heirloom from your noble family (only once)

Mariscal de Barrera — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* Add two to you die roll dealing with Law-Events (also for combat)

Landgrave of the Shire — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* You cannot get lost in the nature (Forrest, Crags, Storm, ...)

Duque de Basilisco — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* No Cultists will attack you, you are also safe in the holy places of the Dragon-Cult

Earl of Strongham — Noble

As a Nobleman, you may:
- Pass through the City Gates free of charge
- Be healed at the Castle free of charge
- Add one to your die roll in the Royal Castle, at the Baron (Village) or Donjon
* If you use a Helm, it will protect you if you roll a 5 or 6. You can also use the Helm in Psychic-Combat.

Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman
Nobleman