

<p>1 Law-Event Royal Pennon</p>  <p>Royal Pennons are searching the land for bandits. All players who have attacked another character during the game are escorted to the Royal Castle. They stay here until they roll 1 or 2 for the movement. Nobleman only have to roll a 1, 2 or 3 to escape.</p>	<p>1 Event 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 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 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 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 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 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 farther. 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 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 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 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 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 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 tile of "Minister of Extraordinary Plagues".</p>
<p>1 Law-Event Complot</p>  <p>A Countess of the high society is blamed to overthrow the King. But nobleman will be seldomly convicted so the highest Royal judge has charged you to take a Warrant. If you are a nobleman you can persuade the magistrate that another player has commit this crime. He has to draw a Warrant card instead.</p>	<p>1 Event Spring to Arms</p>  <p>The King concentrates his Royal Army for War. Every Character can join him, noblemen must or get a Warrant. Lose one round in the war and roll a dice:</p> <ul style="list-style-type: none"> 1-2 Wounded; lose one life 3-4 Loot; take one gold 5 Knighted; become nobleman 6 Victory; gain one Strength 	<p>4 Stranger Merchant</p>  <p>A friendly merchant offers you a ride to the town square, for ONLY one bag of Gold. Noblemen can join him free of charge. Even if you do not accept, he will travel to the discard pile.</p>	<p>1 Law-Event Judicial-Error</p>  <p>The High Judge at the King's Court has convicted you in your absence. You have to take a Warrant 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>

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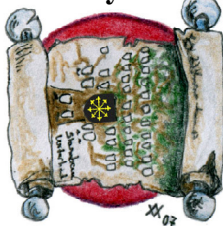















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<p>5 Object</p> <p>Family Tree</p>  <p>This royal sealed paper will identify you as the last inheritor of family „von Unterhampfen“. But some parts of the document are unreadable. It can be checked at the Noble Squire (Village) or at the castle. Roll one die:</p> <p>1 Conman, take a warrant 2-4 Draw a nobleman card 5-6 Like (2-4) but pay 1 Gold</p>	<p>4 Stranger</p> <p>Kaplan</p>  <p>The chaplain will bless every player for a donation of one bag of gold. He is a subordinate of the High Temple and will bless Nobles and Royalty without a donation. After three blessings he will go back to the High-Temple - place him on the discard pile.</p>	<p>5 Object</p> <p>WANTED</p>  <p>Detectives are searching for the murderers of a renowned painter. You can denounce one character or any Stranger if you enter the Castle. This character has to take a Warrant; the Stranger has to be discarded. Nobles cannot be denounced.</p>	<p>1 Event</p> <p>AUTOGRAMM</p>  <p>Shop owners are competing for the best reputation. All Nobleman will get a discount of 1 bag of Gold in shops and with Strangers. The discount will end after the first purchase by a Noble. At this "Noble" location all prices will increase by 1 bag of Gold.</p>
<p>6 Place</p> <p>Pillory</p>  <p>The King had build a pillory as a deterrent. Put the next Follower of the Adventure-Card pile in the pillory. You can free the lifer if you like and he will join you as a follower but you have to take a warrant.</p>	<p>5 Object</p> <p>Bank-Book</p>  <p>The old bank-book promises a credit of two Gold. Bring it to the bank in the City and you get 2 Gold. In addition, you get interest of another 2 Gold. If the book keeper is your Follower, the interest increases to 3 Gold.</p>	<p>3 Spirit-Enemy</p> <p>Rusalkhi</p>  <p>Craft 5</p> <p>Princess Rusalkhi inhabits the tombs of the Castle in the middle region. You cannot visit the Castle without fighting the ghost. But before you fight this mighty night creature, she casts against you the last two Spells of the discard pile. Suffer their effects (if possible) and then Combat.</p>	<p>5 Object</p> <p>God-Stone</p>  <p>The old Street Sage tells a story about the nameless God who dies in the Cursed Glade. His body was blown in the wind and only his heart remains. This stone looks like his forgotten heart. As you enter the Cursed Glade with this „Stone“ you will be blessed. Take a Blessing-card. You cannot have more than one Blessing card at the same time.</p>
<p>1 Event</p> <p>Remaining Stock</p>  <p>The Trader in the Village has bought the remaining stock of an alchemist. Put three Mystic Brew cards upside down on his shop. Each Mystic Brew costs one bag of Gold. He will sell them without guaranteeing their success.</p>	<p>1 Event</p> <p>Ragpicker</p>  <p>The ragpicker searches the City, Dungeon and Village for unused Objects. He picks up all of them and brings them to the Trader in the Village. There you can buy them for 2 Gold each.</p>	<p>4 Law-Stranger</p> <p>Tax Collector</p>  <p>Strength 5</p> <p>The Royal Tax Collector carries the tax of 6 bags of Gold from the Royal Castle to the Noble Squire. At the beginning of each round the Tax Collector moves one space towards the Village. If you land on the card, you can fight the guards; take a Warrant. If you lose, they steal all your Gold and the guards bring you to the judiciary in the City.</p>	<p>1 Event</p> <p>Inheritance</p>  <p>The Trader in the Village has received an inheritance of an old wizard. Put one Treasure Card upside down on his shop. The first player who enters his shop in the Village can buy the unknown card for 3 bags of Gold.</p>
<p>5 Object</p> <p>Family Tree</p>  <p>This royal sealed paper will identify you as the herald of family „de Perros“. But some parts of the document are unreadable. It can be checked at the Noble Squire (Village) or at the castle. Roll one die:</p> <p>1 Conman, take a warrant 2-5 Draw a nobleman card 6 Take the Herald Master-level character</p>	<p>1 Event</p> <p>Vermins</p>  <p>Cockroaches, thousands of small crawling vermins inhabit the Village! Instantly all cards in the Village must be discarded and all Characters have to leave the Village. For the duration of 3 turns, nobody can enter the Village until the druids have clear all houses and shops.</p>	<p>4 Stranger</p> <p>Kaplan</p>  <p>The chaplain will bless every player for a donation of one bag of gold. He is a subordinate of the High Temple and will bless Nobles and Royalty without a donation. After three blessings he will go back to the High-Temple - place him on the discard pile.</p>	<p>Blessing</p>  <p>This card allows you to re-roll any one dice roll. You must accept the result of the second roll. Discard the Blessing card after you have used it.</p>

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Blessing