



The Village

Unofficial board from Carsten Both
Translations: Joe Hartmann

Entering the Village

The Village board is part of the Outer Region. Simply place it next to the original Village. Players enter the village through the "Outer"-Village-Place (marked on the board as „Village“.) Players that land on this space at the end of their turn, draw one City card (card remains for one round only). On their next turn, they may visit the Mystic, the Healer, move normal on the main board or enter the Village. Players that decide to enter the Village, simply role a die each round. When exiting the Village, players may choose their direction. Movement in the Village is similar to the City. Players that want to leave the Village only have to role a die. They do not have to land on the outer Village space. Every player that starts his game in the Village, starts it on the outer Village space. This is also true for players that are teleported to the Village.

Prohibitions:

In general, City rules apply to the Village as well. However, you do not need to draw an extra card if you fail to comply with the City/Village laws. If you draw the Watch as a regular City card and you committed a crime, (such as having a warrant, being the Minotaur, Warlord, Troll, or Ghoul, having plundered, stolen, used a missile weapon, or used a spell in the last turn), the Watch (Law-Event) will try to arrest you. If the Watch succeeds, they will take the character to the judge in the city, who will make a decision. If the watch fails to make an arrest, they will give a warrant to the person that committed the crime. Unlike the City, it is not a crime to have no Gold in the Village.

Special Cards:

Tax Collector : He starts his turn at the Baron and finishes his voyage when he reaches the Royal Castle.

Prince or Princess: Each die role at the Baron is increased by one.

Dungeon-Door: City and Village combined can only have one Dungeon Door (Dungeon Entrance).

Ragpicker: Every unused object collected by the Ragpicker is placed at „The Trader“. Bags of Gold are placed on the Discard pile .

Animal-Thief: The old Horse-thief can also be dropped off at the Baron of Justice.

Amulet: No Magic from the Academy students can reach you. You are safe in the Alley of lost Magic.

Scroll of Spells, Dragon Skull Wand or Ring of Spells: These magic objects can be filled with spells from your mind at the cost of two Gold at the Academy . However, you can not pass the maximum.

Olbasch: This drug can only be sold to the Trader in the Village.

Kings Cloak: This item can be used at the Baron to increase the die role by one. On a role of 1-2, you get caught cheating.

Census: The census in the Village takes place at the Thing-Space.

Revolution: Discard all unused cards in the Village. Royal characters become normal again.

Rubin, Emerald oder Diamant: These items can also be exchanged for Gold at the Trader. However, there is a loss of one Gold per trade.

Mummy: Leprosy (from the Mummy) can be cured at the Healer for one Gold.

Press Gang: If you lose against the Gang, lose a life and work as a Pony-Express courier in your next round.

Plague, Siege, Festival, Market Day and other city-events (with the exception of War): These events will only affect the Village (not the City) if they are drawn on this board.

Bows and Arrows:

Arrows can only be used by players that carry a bow. The Samurai und Centaur already have a natural ability to use arrows. They do not need to own a bow. Any player that is followed by the Archer can also use arrows. Arrows can only be used in close-ranged combat. Only one arrow can be used per combat.

Thanks:

Thank's to all who helped, especially Jon Potter, who came up with this idea, and Joe Hartmann, who did the whole translation work.

If you have made some city-cards with special rules for the village, please contact me at c.both@nico-pyro.de so I can add them.