

# Noblemen

This is an adaptation of a set of cards, by Carsten Both, available on the net. If you want the original cards, [Click Here](#). I feel they needed changes to work with the established game.

## NOBLEMEN

If a Player becomes Entitled by Encountering Entitlement or Reading a Scroll, they may take a Title card chosen at Random and begin using any Special Abilities pertaining thereto. Immediately place the corresponding Realm on any unoccupied, non-permanent location (Chapel, Tavern, etc.) space.

## REALMS

### *Tithings*

Whenever any Player, other than the owner lands on or passes over a Realm, a tithing must be left behind. A tithing may consist of 1 Gold or any Object, Magic Object, Magic Item or anything else agree upon by the Realm Owner and the Player.

### *Collecting Tithings*

Realm owners (Nobles) may not collect tithings placed on their Realms until they land on or pass over their Realms.

Paul Morrow