

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