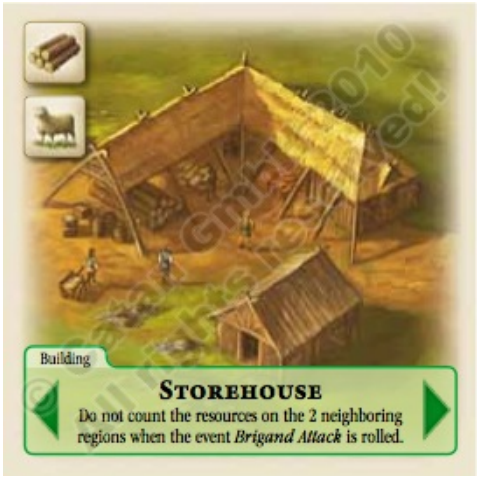
Basic Set

Building

Toll Bridge

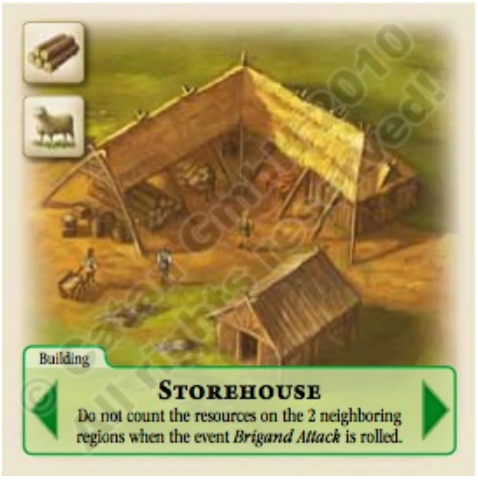
Event *Plentiful Harvest:* You receive 2 gold.



Building

Storehouse

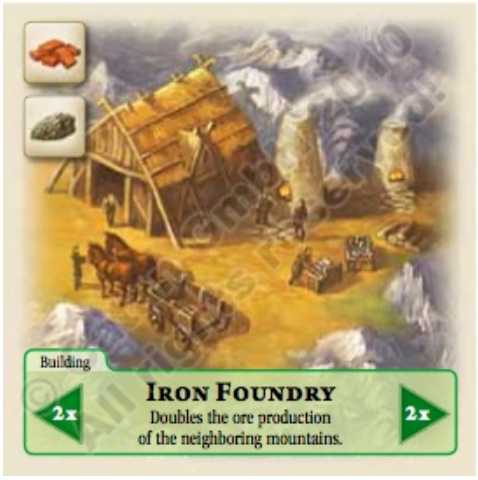
Do not count the resources on the 2 neighboring regions when the event *Brigand Attack* is rolled.



Building

Storehouse

Do not count the resources on the 2 neighboring regions when the event *Brigand Attack* is rolled.



Building

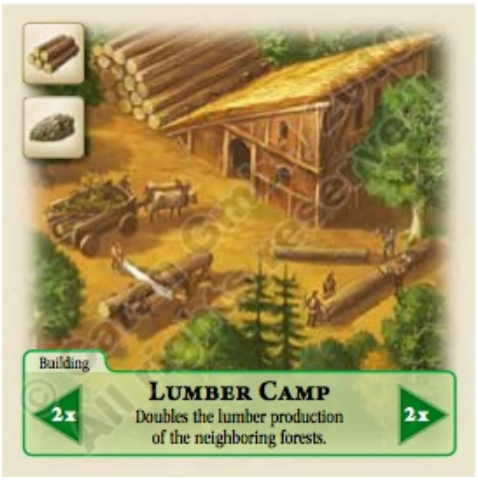
Iron Foundry

2x Doubles the ore production of the neighboring mountains. 2x

Building

Grain Mill

2x Doubles the grain production of the neighboring fields. 2x



Building

Lumber Camp

2x Doubles the lumber production of the neighboring forests. 2x

Building

Brick Factory

2x Doubles the brick production of the neighboring hills. 2x

Building

Weaver's Shop

2x Doubles the wool production of the neighboring pastures. 2x

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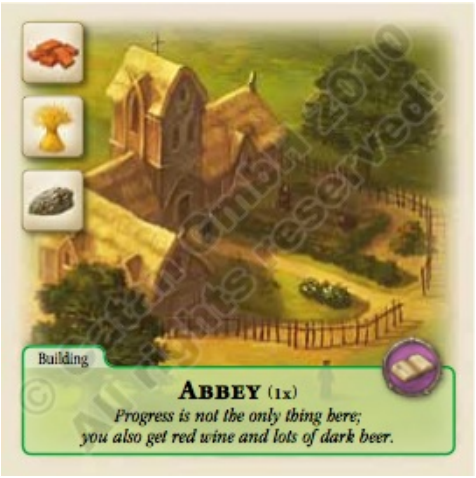

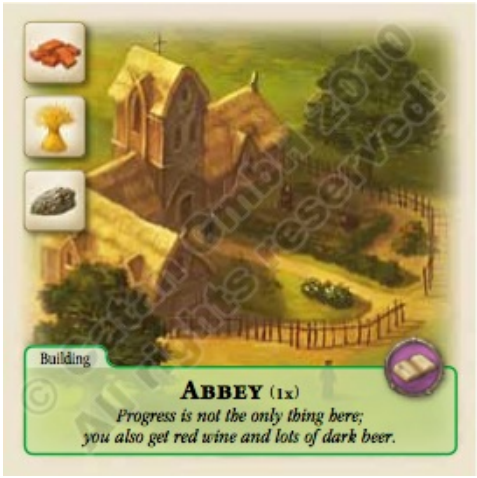

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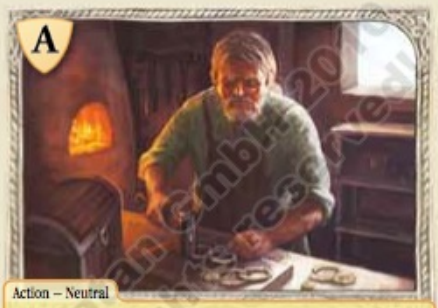

Action – Neutral

Goldsmith

Discard 3 gold and take any 2 resources of your choice in return.

Event

Invention

Each player gets any 1 resource of his choice for each building with a progress point – up to a maximum of 2 resources.

Event

Yule

Shuffle the event card stack as performed at the beginning of the game. Afterwards, draw an event card again.

Event

Year of Plenty

Each region gets 1 resource for each adjacent *Storehouse* and *Abbey*, provided that storage space is available.

Event

Year of Plenty

Each region gets 1 resource for each adjacent *Storehouse* and *Abbey*, provided that storage space is available.

Event

Fraternal Feuds

The player who has the strength advantage selects 2 cards from the opponent's hand and returns them to the bottom of matching draw stacks.

Event

Feud

The player who has the strength advantage selects 3 of his opponent's buildings. The opponent must remove one of them and return it to the bottom of a matching draw stack.

Event

Traveling Merchant

Each player may take up to 2 resources of his choice, paying 1 gold per resource.

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Event

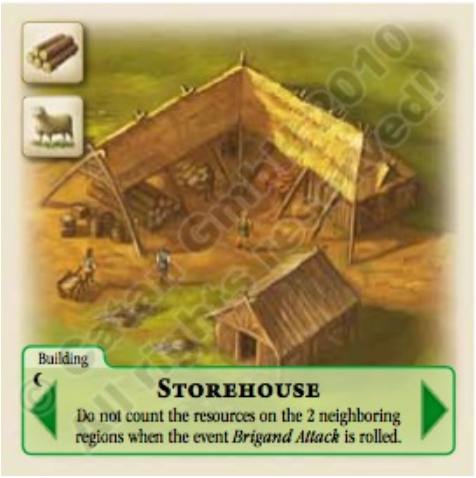
Traveling Merchant

Each player may take up to
2 resources of his choice,
paying 1 gold per resource.

Event

Trade Ships Race

The player who owns the most trade ships
receives any 1 resource of his choice.
In case of a tie, each player receives any 1 resource
of his choice (each must have at least 1 trade ship).



Building

Storehouse

Do not count the resources on the 2 neighboring
regions when the event *Brigand Attack* is rolled.

Building

Toll Bridge

Event *Plentiful Harvest:* You receive 2 gold.

Extraordinary Site

Gold Cache

The Gold Cache may also be used to store the gold you
received. When the event *Brigand Attack* is rolled,
the gold in the cache is neither counted nor stolen.
Requires: Hero with at least 1 strength point.

Unit

Pirate Ship

Your opponent must remove 1 *trade ship* of his choice
from his principality and place it on the discard pile.
Event *Plentiful Harvest:* You receive 1 gold.

Unit

Pirate Ship

Your opponent must remove 1 *trade ship* of his choice
from his principality and place it on the discard pile.
Event *Plentiful Harvest:* You receive 1 gold.

Unit – Trade Ship

Large Trade Ship

2:1

You may trade 2 resources of the left or
right neighboring region for any
1 other resource of your choice.

2:1

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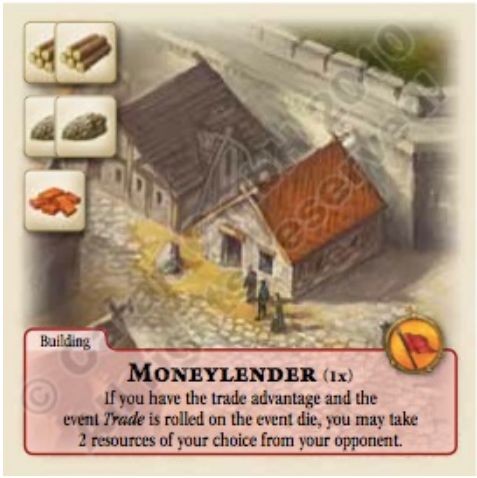

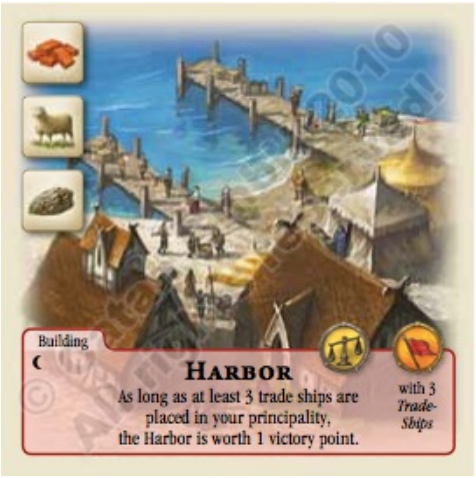

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Building

Salt Silo

Each of your *trade ships* is worth 1 more commerce point.

Action – Attack

Trade Master

You immediately receive 2 resources of your choice from your opponent.
Requires: *Merchant Guild.*

Action – Attack

Trade Master

You immediately receive 2 resources of your choice from your opponent.
Requires: *Merchant Guild.*

Action – Attack

Merchant

Take up to 2 resources of your choice from your opponent and give him 1 resource of your choice in return.
Requires: 3 commerce points or city.

Action – Attack

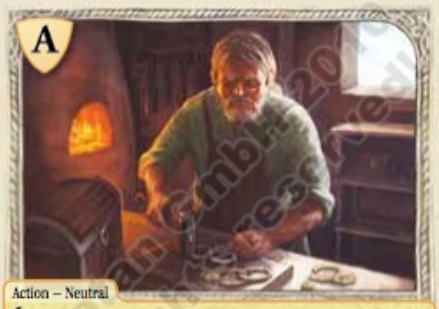
Merchant

Take up to 2 resources of your choice from your opponent and give him 1 resource of your choice in return.
Requires: 3 commerce points or city.

Action – Neutral

Reiner the Herald

Play this card before rolling the dice and determine the event *Celebration*.
You receive 1 additional resource for the *Celebration*.



Action – Neutral

Goldsmith

Discard 3 gold and take any 2 resources of your choice in return.

Action – Attack

Brigands

You may take as many resources of the same type from your opponent as 1 of your regions can accommodate.
Requires: Strength advantage.

Action – Attack

Gudrun, Terror of the Seas

For each of your *Pirate Ships*, your opponent must give you up to 2 gold.

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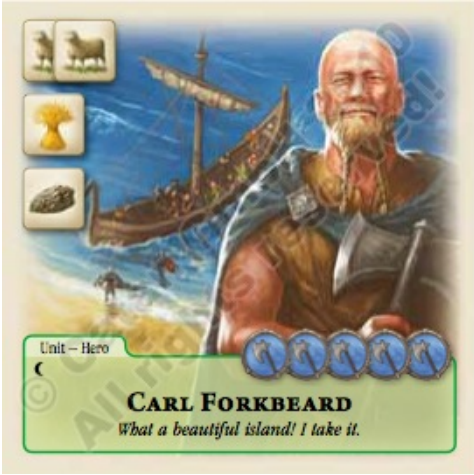

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Building

Fire Brigade

This city's buildings are safe from the *Arsonist*.

Action – Attack

Voyage of Plunder

If your opponent has more victory points,
he must give you 2 resources of your choice.
If he isn't in the lead, you only receive one resource.
Requires: Strength advantage.

Action – Attack

Voyage of Plunder

If your opponent has more victory points,
he must give you 2 resources of your choice.
If he isn't in the lead, you only receive one resource.
Requires: Strength advantage.

Action – Attack

Archer

Your opponent must place 1 of his own units
with at least 1 strength point under a matching draw stack.
Requires: *Hedge Tavern*.

Action – Attack

Archer

Your opponent must place 1 of his own units
with at least 1 strength point under a matching draw stack.
Requires: *Hedge Tavern*.

Action – Attack

Arsonist

Choose 1 of your opponent's buildings
adjacent to a settlement/city.
He must place it under a draw stack of his choice.
Requires: *Hedge Tavern*.

Action – Attack

Arsonist

Choose 1 of your opponent's buildings
adjacent to a settlement/city.
He must place it under a draw stack of his choice.
Requires: *Hedge Tavern*.

Action – Attack

Brigands

You may take as many resources of the same type from
your opponent as 1 of your regions can accommodate.
Requires: Strength advantage.

Action – Neutral

Sebastian
the Itinerant Preacher

If you play this card when the events *Riots, Feud,* or
Fraternal Feud occur, these events do not apply to you.

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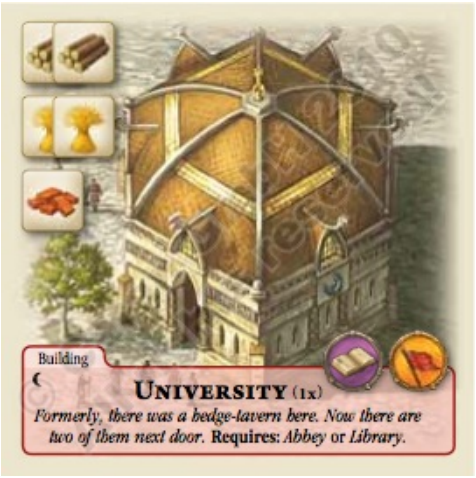

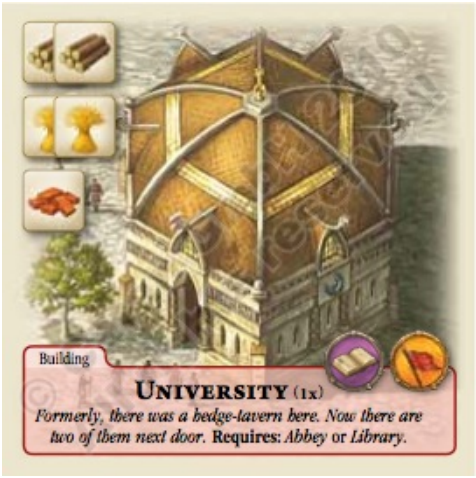

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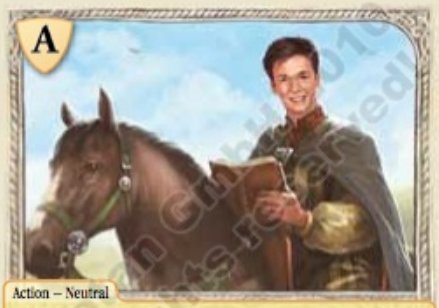

Action – Neutral

Benjamin the Traveling Scholar

You once more receive the resource of each region whose number you rolled at the beginning of your turn.

Action – Attack

Guido the Ambassador

You may choose 1 card from the discard pile (Tournament: from your opponent's discard pile).
Requires: *Town Hall* or fewer victory points than your opponent.

Action – Neutral

Gustav the Librarian

You may choose 1 card from the discard pile (Tournament: from your own discard pile).
Requires: *Library* or fewer victory points than your opponent.

Action – Neutral

Doctor

Each region bordering your *Bath House* receives 1 resource. If you have various *Bath Houses*, you may only use 1 of them.

Action – Neutral

Doctor

Each region bordering your *Bath House* receives 1 resource. If you have various *Bath Houses*, you may only use 1 of them.

Action – Neutral

Brigitta, the Wise Woman

Play this card before rolling the dice.
Choose the result of the production die roll.

Action – Neutral

Relocation

You may exchange 2 of your own regions or 2 of your own expansion cards. Resources stored on regions may not be changed and card placement rules must be followed.

Event

Plague

Every region bordering a city loses 1 resource.

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