



The Era of Gold – Cards for the Duel



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.



Action – Attack

GUDRUN, TERROR OF THE SEAS

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



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

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Building

MERCHANT GUILD (1x)

Money can't buy you happiness. But taking it away from others can.



Building

MINT

Once per each of your turns, you may use this *Mint* to trade 1 gold for 1 other resource of your choice.



Building

MONEYLENDER (1x)

If you have the trade advantage and the event *Trade* is rolled on the event die, you may take 2 resources of your choice from your opponent.



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.



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Building

SALT SILO

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



Building

STAPLE HOUSE

If you build the *Staple House*, you immediately receive 2 resources of your choice. **Requires:** *Merchant Guild*.



Action – Attack

TRADE MASTER

You immediately receive 2 resources of your choice from your opponent.

Requires: *Merchant Guild*.



The Era of Turmoil – Cards for the Duel



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

BRIGANDS

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



Building

CHAPEL

If a 1, 2, or 3 is rolled with the production die, the event *Riots* does not apply to you.



Building

CHAPEL

If a 4, 5, or 6 is rolled with the production die, the event *Riots* does not apply to you.



Building

FIRE BRIGADE

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



Building

HEDGE TAVERN (1x)

In the neighborhood, word has it that more people were seen going inside than coming out.



Unit – Hero

HEINRICH THE SENTINEL

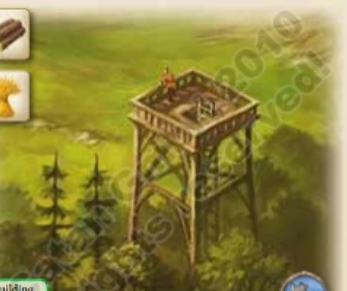
When your opponent plays an *Archer*, *Arsonist*, or *Traitor*, roll the die. If you roll a 3, 4, or 5, the card has no effect.



Building

LARGE FESTIVAL HALL

Just a moment!
Didn't the estimate specify a much bigger tower?



Building

LOOKOUT TOWER

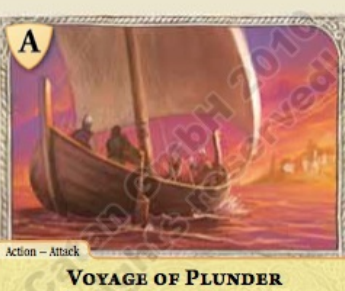
When your opponent plays an *Archer*, *Arsonist*, or *Traitor*, roll the die. If you roll a 1 or 2, the card has no effect.



Action – Attack

TRAITOR

Your opponent must show you all the cards in his hand. You may add 1 of them to your hand (in the Tournament Game, only units and action cards).
Requires: Hedge Tavern.



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.



The Era of Progress – Cards for the Duel



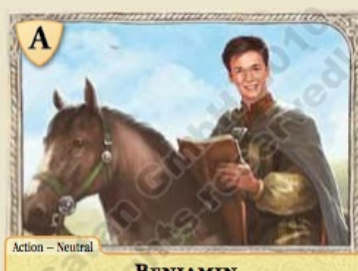
Building

BATH HOUSE
Protects all 4 regions bordering this city from the effects of the event *Plague*.




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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.



Building

BUILDING CRANE
Every city expansion you build that costs more than 4 resources costs you 1 resource less. **Requires:** *University*.



Unit

CHIEF CANNONEER
I'll show you how to produce a romantic castle ruin. **Requires:** *University*.



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 – 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.



Building

LIBRARY
When you build the Library, you may immediately choose a card from a draw stack (Tournament: from your own stack).



Action – Neutral

MINERAL MINING
You receive up to 2 ore. **Requires:** *University*.



Building

PHARMACY
When the event *Plague* occurs, you receive any 1 resource of your choice. You receive this resource whether you previously lost resources or not.




Building

TOWN HALL
Place the Town Hall on your *Parish Hall*. At the end of your turn, you no longer pay for choosing a card.



Action – Neutral

THREE-FIELD SYSTEM
You receive up to 2 grain. **Requires:** *University*.



Building

UNIVERSITY (1x)
Formerly, there was a hedge-lavern here. Now there are two of them next door. **Requires:** *Abbey* or *Library*.