

# PHASE 3: FATE SWAPPING

**Skip this phase on Turn 1.**

Every player may make a single 1:1 trade of a Fate card with another player.

*You know this is a worthless card right?*

*~ Brodie*

# PHASE 4: BIDDING

## DECLARATION

Each faction must publicly reveal the number of Treachery Cards in their hands. A player can never have more than four cards in their hand at any one time.

A player cannot bid for Treachery Cards if they are at their hand limits.

## DEALER

Count the number of factions not at their hand limit, and for each of them set aside one card from the top of the Treachery deck. If the Treachery deck has fewer cards than players who can bid, the cards remaining in the deck are set aside. The discard pile is then shuffled together and cards equal to the difference are drawn and placed separately to the first pile. The first pile will be auctioned off first, and the second pile second.

## AUCTION

The first card in the stack is now auctioned for Spice.

- The first player in Storm Order will open bidding on the first card. If that player already has 4 Treachery Cards the next player who does not have 4 Treachery Cards opens bidding.
- They may bid one or more Spice or pass. Bidding then proceeds to the next player in Storm Order who may raise the bid or pass until all other players pass in a row. The top-bidding player then pays the number of Spice they bid to the Emperor, or the Spice Bank if the Emperor is not in the game, and takes the card into their hand.

