



**TOLL BRIDGE**  
Event *Plentiful Harvest*: You receive 2 gold.

Building

2x

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

Building

2x

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

Building

2x

**IRON FOUNDRY**  
Doubles the ore production of the neighboring mountains.

Building

2x

**GRAIN MILL**  
Doubles the grain production of the neighboring fields.

Building

2x

**LUMBER CAMP**  
Doubles the lumber production of the neighboring forests.

Building

2x

**BRICK FACTORY**  
Doubles the brick production of the neighboring hills.

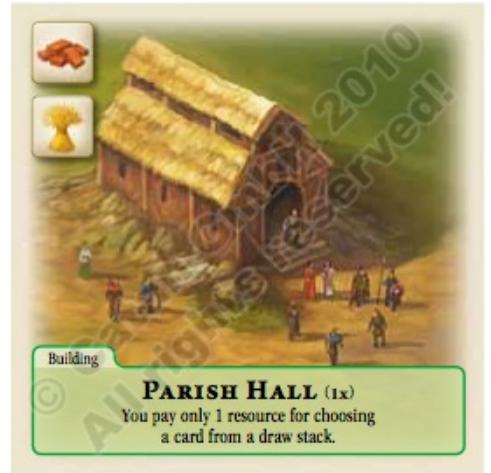
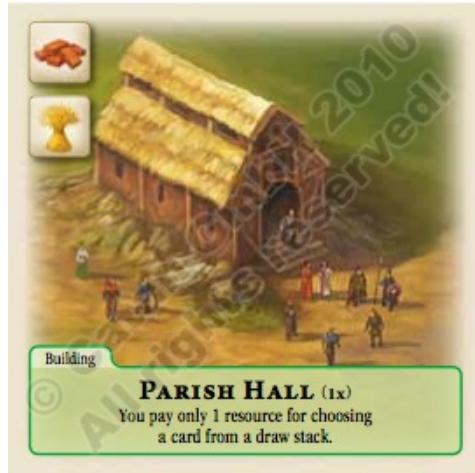
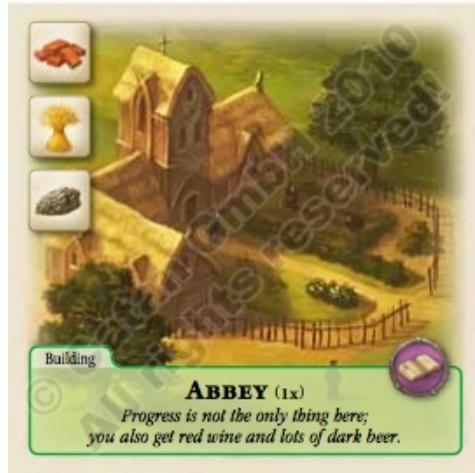
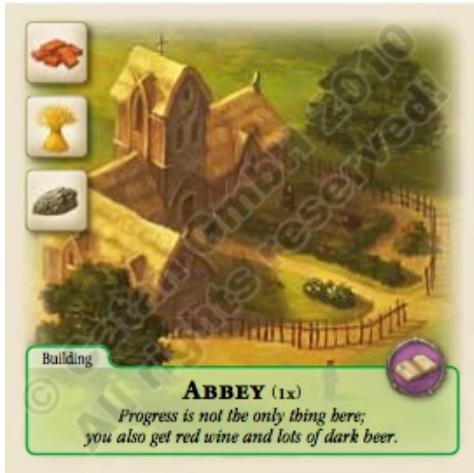
Building

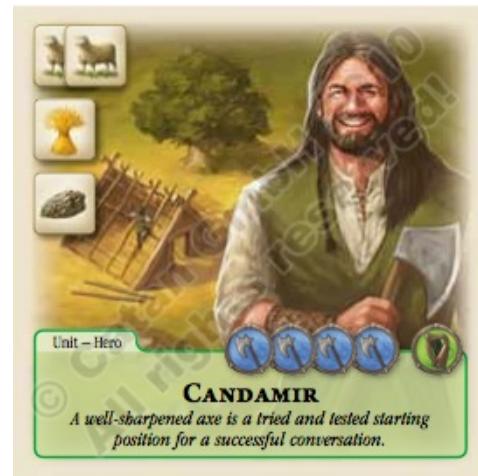
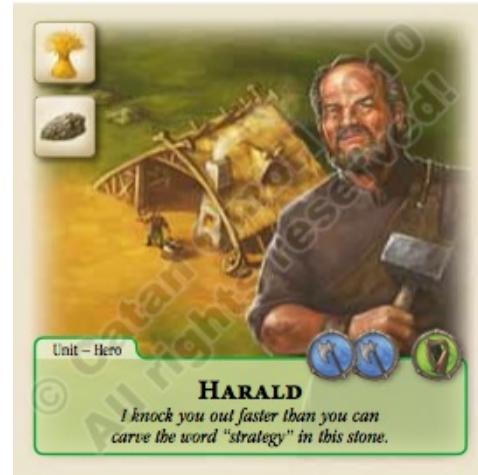
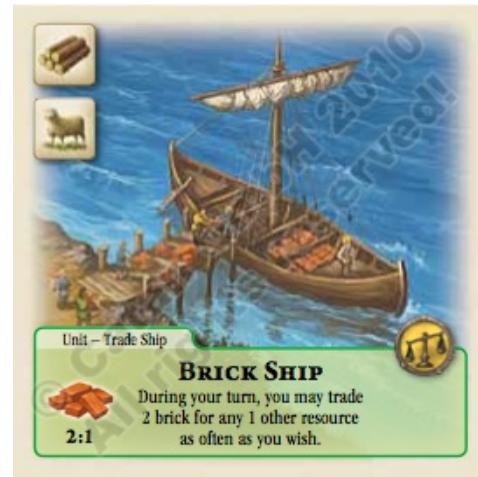
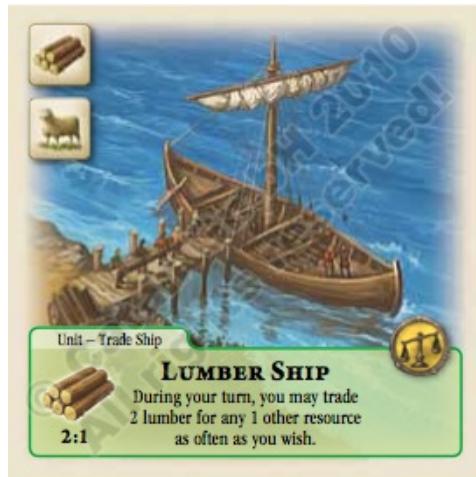
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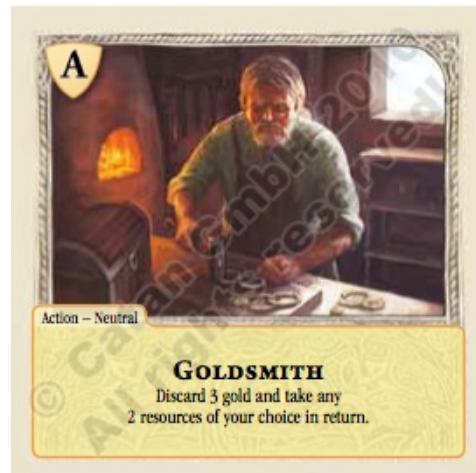
**WEAVER'S SHOP**  
Doubles the wool production of the neighboring pastures.

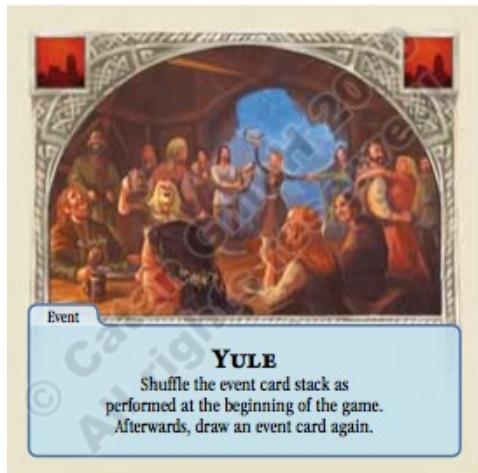
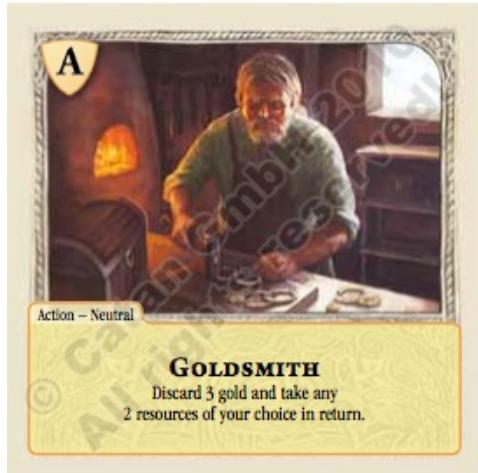
Building

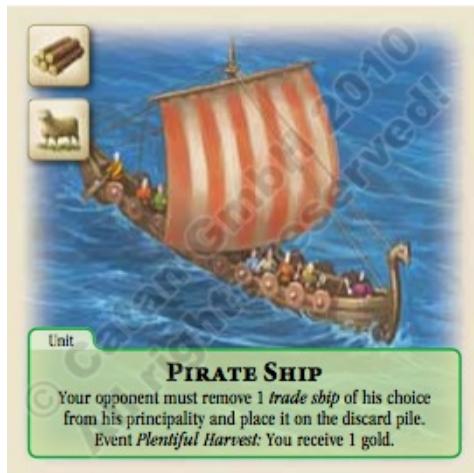
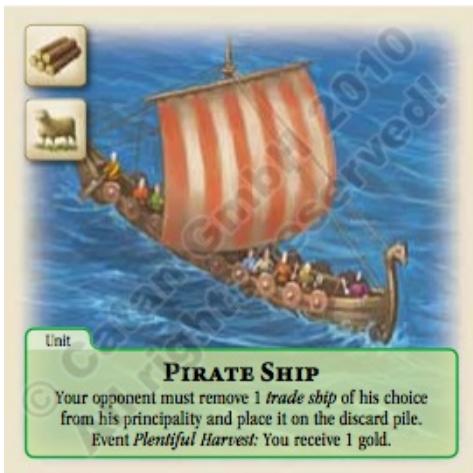
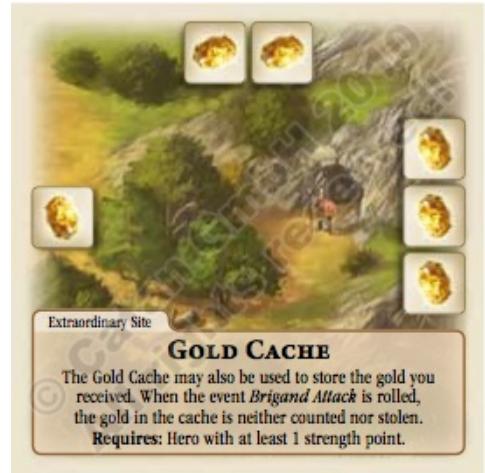
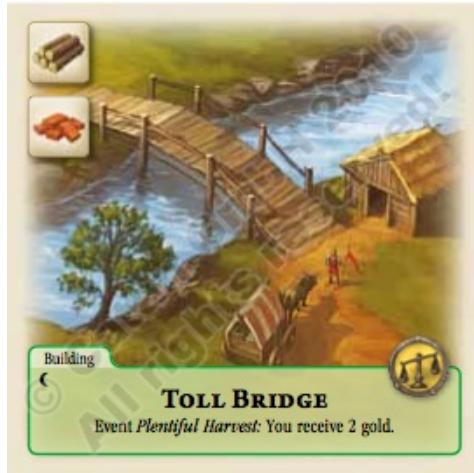
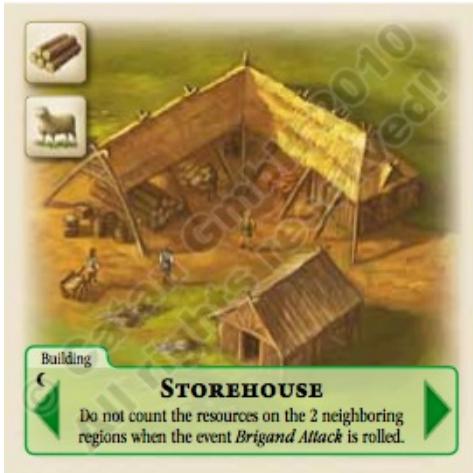
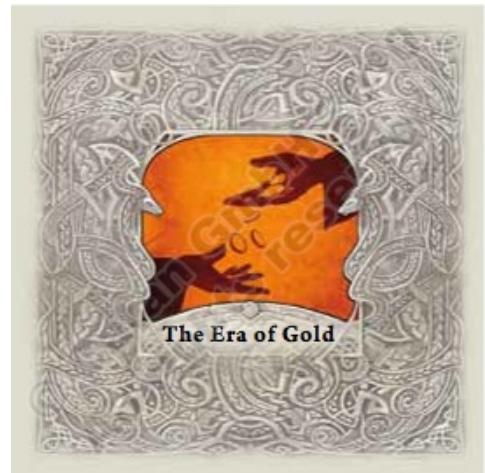
2x

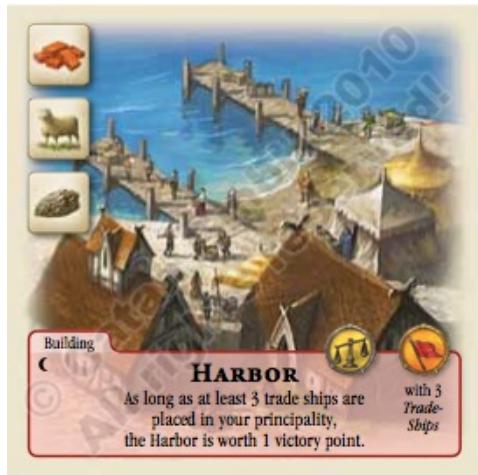
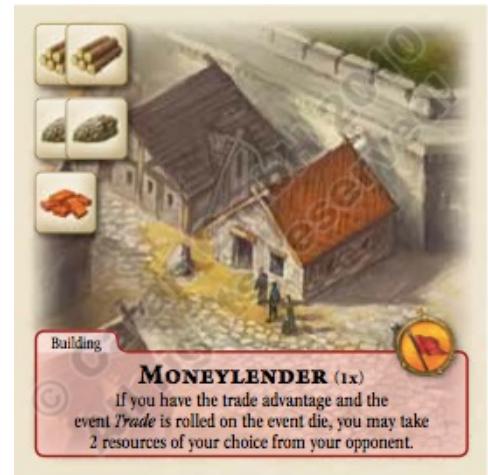


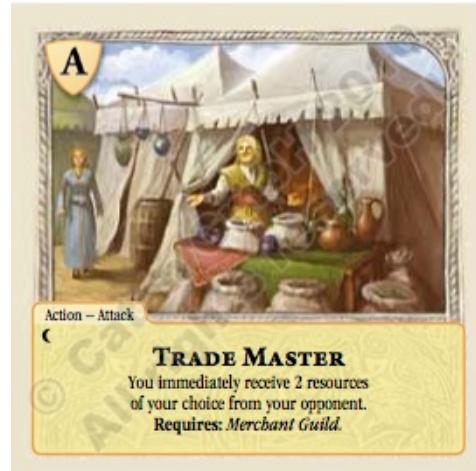
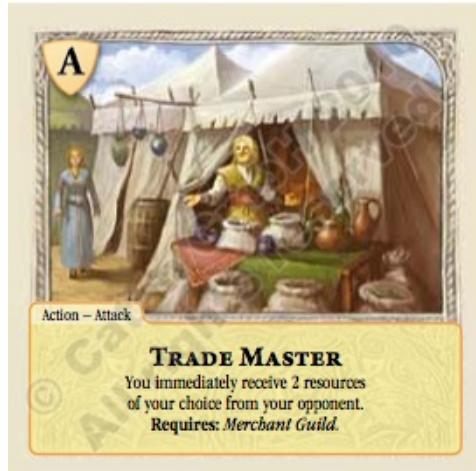
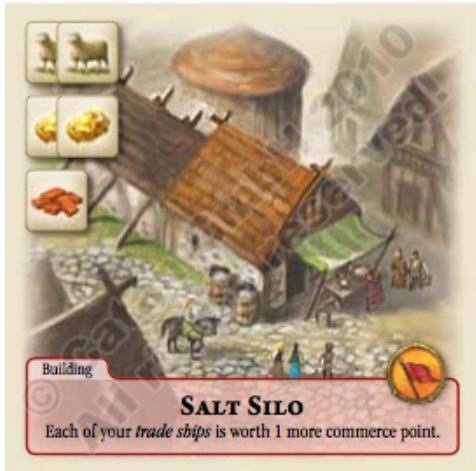














**Event**

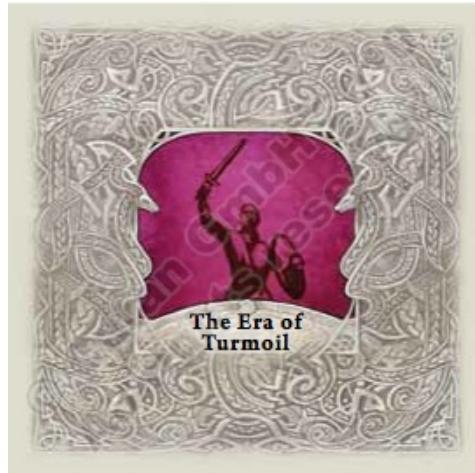
**TRAVELING MERCHANT**  
Each player may take up to 2 resources of his choice.  
For each resource, 1 gold must be paid.

**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).

**Event**

**GIFT FOR THE PRINCE**  
Each player receives 1 gold for each unit with at least 1 strength point.



**Building**

**DRILL GROUND (1x)**  
Each hero you build in your principality costs you 1 resource of your choice less.

**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.

**Unit – Hero**

**CARL FORKBEARD**  
*What a beautiful island! I take it.*

**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.

