





Unit Settlement/city

**Master of the Brotherhood (1x)**

If your opponent wants to play 1 action card that could cause the loss of 1 card of your hand or of 1 of the cards you placed, he first must pay 2 gold for each victory point he has in excess of your own victory point total. You receive up to 1 gold. **Requires:** Not having or building an Abbey.



Unit-Hero Settlement/city

**Godfrey the Intriguer**

If you built Godfrey, during your next turns you may pay 1 gold to view the cards in your opponent's hand and take 1 unit or action card. If you take 1 card, place Godfrey on the discard pile (on your own discard pile).



Building City

**Church (1x)**

After building the Church, you immediately receive up to 2 gold.



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Building City

**Odin's Temple (1x)**

After building the Temple, immediately draw 1 card from any draw stack (from any of your own draw stacks).



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Building City

**Sacrificial Site**

You may trade wool for resources of a different type at a 2:1 rate. Wool from neighboring pasture regions is neither counted nor lost when the event *Brigand Attack* occurs. **Requires:** Odin's Fountain or Temple.

2:1



Building City

**Bishop's See**

If you build the Bishop's See, you may choose 3 of your opponent's units. He must remove 1 of them and place it on the discard pile (on his own discard pile). **Requires:** Church, Abbey, or Chapel.



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Action – Attack

### Missionary

Your opponent must remove any 1 of the heroes he placed.  
Place the hero in your principality or on the discard pile (on your own discard pile).

**Requires:** Church or Bishop's See.



Action – Attack

### Bishop

Demand 1 gold from your opponent.  
In addition, you receive as much gold as you can accommodate in one of your gold fields or in the Gold Cache.

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Action – Attack

### Odin's Priest

Your opponent must show you the cards in his hand and place all action cards and units under matching stacks (under his own matching stacks).

**Requires:** Odin's Temple.



Action – Neutral

### Priestess of the Norns

Choose 1 draw stack and select up to 2 cards from it.

**Requires:** Odin's Fountain or Temple.



Action – Neutral

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Choose 1 draw stack and select up to 2 cards from it.

**Requires:** Odin's Fountain or Temple.



Action – Neutral

### Michael the Master Builder

Play this card when you build a building.  
Substitute 1, 2, or 3 of the resources required for building with 1 gold each.



Event

### Good Neighbors

Reveal the top cards of all draw stacks. The player who has the Pilgrimage Site receives any 1 resource of his choice.  
The player who has Odin's Fountain draws 1 card from 1 draw stack (from 1 of his own draw stacks) into his hand.



Event

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Event

### Religious Dispute

Players who have at least 1 city place all cards in their hands under matching expansion card stacks (under their own matching expansion card stacks). The Church and the Temple each decrease losses by 2 cards. If you have a *Sacrificial Site*, you receive up to 3 wool. If you have a *Bishop's See*, you receive up to 3 gold.



Event

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### The Era of Merchant Princes



Building Settlement/city

### Wainwright

1x during your turn: You may move resources between two regions of the same type or trade 3 resources of your choice for 1 different resource.



Building Region

### Cloth Merchant's Residence

Place adjacent to a pasture region. For 2 wool from the adjacent pasture region, you may rotate the Residence to the next higher level. **Requires:** City.



Building Region

### Paper Merchant's Residence

Place adjacent to a forest region. For 2 lumber from the adjacent forest region, you may rotate the Residence to the next higher level. **Requires:** City.



Building Road

### Trading Post

Place on a free road of your own. 1x during your turn: You may trade 1 resource between the two adjacent regions at a 1:1 rate.



Building Road

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Place on a free road of your own. 1x during your turn: You may trade 1 resource between the two adjacent regions at a 1:1 rate.

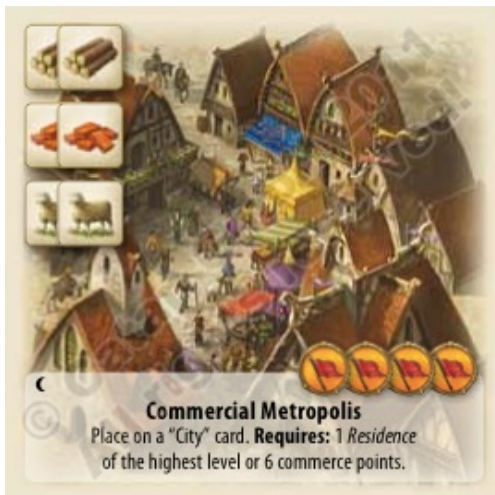


Building Road

### Brigand Camp

Place on a free road of your opponent. Your opponent's commerce points are reduced by 1. If your opponent uses his *Marketplace* to store 1 resource, you receive 1 gold.













Action – Attack

### Maritime Trade Monopoly

For each *trade ship* you have in excess of your opponent's *trade ship* total, demand 1 resource from him—up to a maximum of 2 resources.



Action – Attack

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Event

### Fortunate Trade Voyage

For 1 of his *trade ships*, each player receives up to 2 resources of the type traded by the ship. *Large Trade Ship*: Each player receives 2 resources of the left or right region.



Event

C

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Event

### Capricious Sea

**Calm Sea** (1, 2, 3, 4): For each of his own *trade ships*, each player receives any 1 resource of his choice. **Storm** (5, 6): Each player slides one of the *trade ships* he placed in his principality under a matching draw stack (under a matching draw stack of his own).



Event

C

### Hour of the Master Merchants

Rotate each of your *Residences* to the next higher level. If 1 or more *Residences* already reached level 3, each region adjacent to these *Residence(s)* receives 1 resource instead.



### The Era of Barbarians



Building Settlement/city

### White Raven Tavern

1x during your turn: Pay 1 gold and roll the dice! If a "1" or "2" is rolled, you do not receive any resources; if a "3," "4," or "5" is rolled, you receive 1 resource; if a "6" is rolled, you receive 2 resources.



Building Region

### Border Fortress (1x)

Place adjacent to a hills region where at least 1 brick is stored. Pay this brick. For 1 ore + 1 wool, you may rotate the Border Fortress to the next higher level.













Action – Neutral

C

### Siegfried, Vanquisher of the Barbarians

Take 1 or 2 resources of your choice or rotate your *Triumph Card* to the next higher level.

**Requires:** *Castle* and at least 2 heroes.



Action – Neutral

C

### Alliance Against the Barbarians

Each player who has at least 1 unit takes any 1 resource of his choice. The player who has the most units takes up to 1 additional resource. **Requires:** *Triumph Card* indicating at least 1 victory point, plus at least 1 unit.



Action – Neutral

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Action – Neutral

C

### Castellan

The two regions adjacent to your *Castle* each receive 1 resource—if storage space is available. **Requires:** *Castle*.



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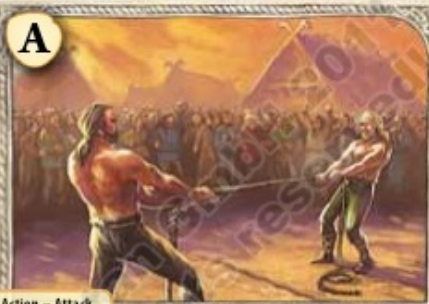
Action – Neutral

C

### Relocation

Swap 2 of your own regions or 2 of your own expansion cards.

The number of resources in your inventory must remain unchanged, and the placement of the cards must remain compliant with the rules.

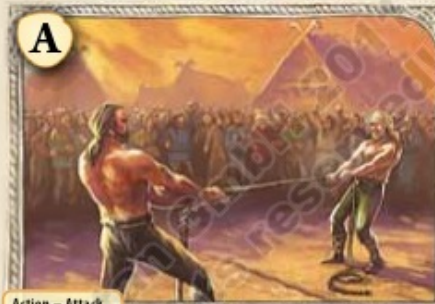


Action – Attack

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### Contest of the Heroes

Determine 1 of your own heroes and 1 hero of your opponent (if he has one). Each player rolls the production die and adds up his respective strength points. In case of a tie: roll the die again. The winner receives 1 resource and may demand another 1 resource from the loser.



Action – Attack

C

### Contest of the Heroes

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Event

### Barbarian Attack

A player who has fewer units than victory points from cities, *Metropolises*, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. **Afterwards:** The card is placed under the 4 top cards of the event card stack.





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Event

### Retreat of the Barbarians

A player who has at least 1 unit chooses 1 card from 1 draw stack (from 1 of his own draw stacks). A player who has at least 1 unit and the strength advantage chooses up to 2 cards from 1 draw stack (from 1 of his own draw stacks).