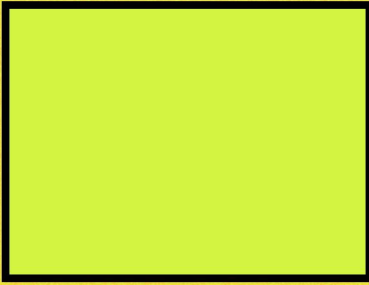
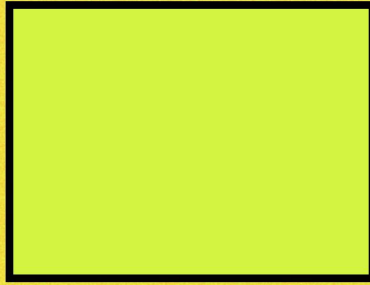


King - Aristocrat



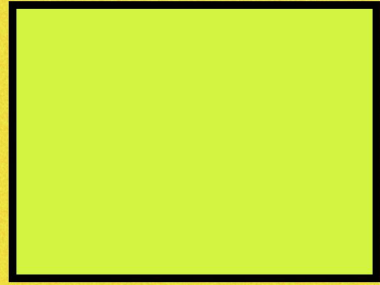
At the beginning of your turn, create 2 Governance. When the King is cast away, if he was killed, you lose 25 Governance

Queen - Aristocrat



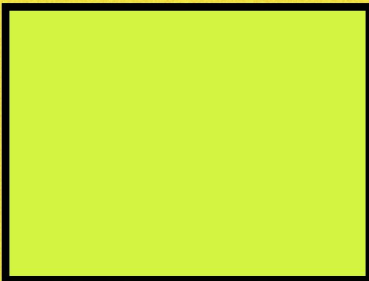
At the beginning of your turn, create 2 Governance. When the Queen is cast away, if she was killed, impede the King for 5 turns.

Prince - Aristocrat



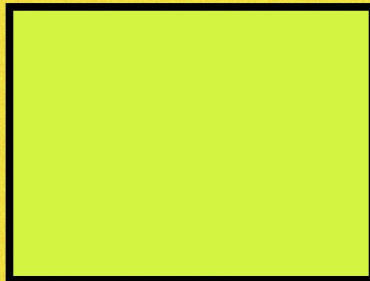
At the beginning of your turn, create 1 Governance.
The male heir to the throne. Defend him with your lives, knights.

Princess - Aristocrat



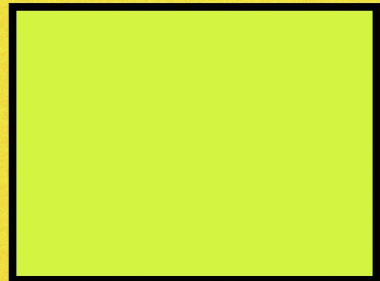
At the beginning of your turn, create 1 Governance.
The female heir to the throne. Defend her with your lives, knights.

Governance - Resource



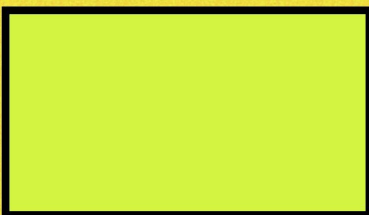
"To ignite the spark of Governance in a community archaic in lifestyle, and lift them up to the standard of not the common man, but the happy man, that is my true purpose."

Loyalty - Resource



"Some would say a man who garners Loyalty from his people en masse is a Hero. Other's may refer to him by other titles."

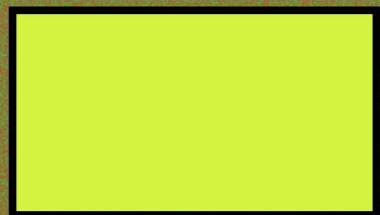
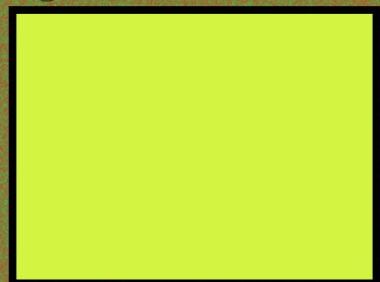
Gold Pieces - Resource



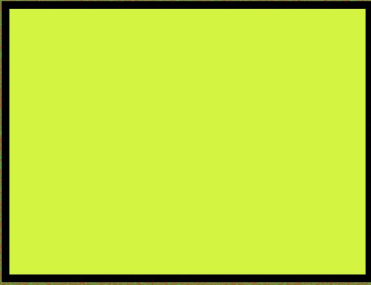
Lumber - Resource



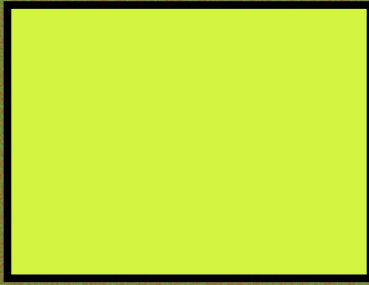
Vegetables - Resource



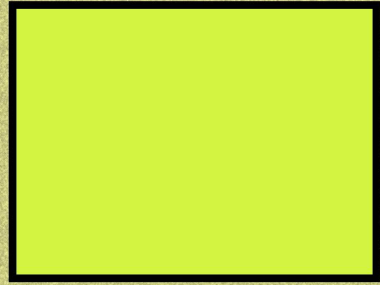
Meats - Resource



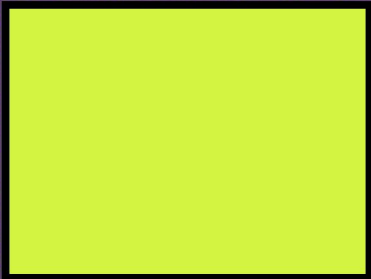
Meals - Resource



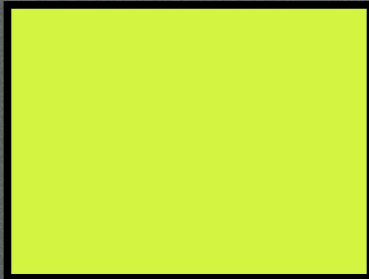
Fabrics - Resource



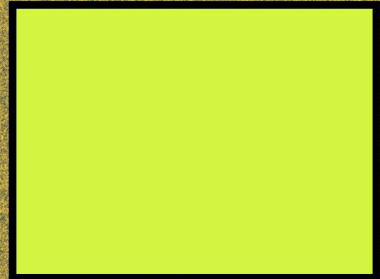
Unrest - Resource



Stone - Resource



Mason's Guild - Law



Lumberer's Guild - Law



Miner's Guild - Law



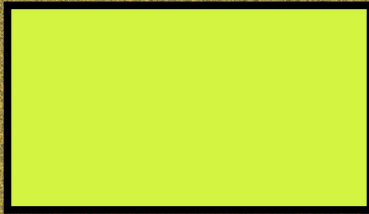
Tailor's Guild - Law



Farmer's Guild - Law



Chef's Guild - Law



Hunter's Guild - Law

