

Quick Reference Sheet (PotR v.07):



- The players vote on if the game should be a *Normal* or *Grand* game.
- The players vote on if the game should be a team game or not.
- The players vote on whether or not to include Factions in the game, together with if factions will be assigned to players by their own choice or by chance.



- You start the Game with control over **1 Province** (land area), **1 Army Unit** and **50 \$Realm** at your disposal.



There are 3 ways for the game to end:

❖ Protector Victory:

- Be “The last man standing”!
- Be the player with the most Victory Points (**VPs**) at the end of the turn when the *Time's Up!* card has been played from *The End* deck.
 - Each Province you control when the game ends = **2 - 6 VPs** (depending on the Province level).
 - Each time you were proclaimed *Grand Protector* from the players defeating a **Dragon Attack** = **3 VPs**.
 - Committing 2x or 3x **min.US** in a **Dragon Attack: 1 or 2 VPs**.

❖ Dragon Victory:

- **Fire and blood!** Dragon has eliminated half of the starting players (rounded up), or 66% (rounded up) of the Provinces on the game board have been scorched to smoking piles of ash by the Dragon.



Each Turn consists of 5 phases:

1. Protector Ranking

*Note: The 1st Turn of a new Game starts with a round of bidding + selecting your faction (if included in the game). You have **24h** to make your decision.*

- Players ranked according to their secret \$Realm bids.
- The ranking is used to determine draws in the game, the highest ranked player wins.
- A higher rank gives access to more golden (enhanced) orders.
- Every player except the *Grand Protector* (1st place) risks elimination if the **Dragon Attacks** the Realm.

2. Reveal Cards

One card is drawn and played from both the *Event* and *There be Dragons?* Decks. Starting on Turn 5, the *Sea* Deck is activated. Each turn one card is drawn and played. From Turn 10, *The End* Deck is activated as well.

- *Event* and *Sea* cards might have a great impact on the Turn.
 - On Turn 1 the *Event* and *There be Dragons?* cards drawn and played will be *Calms of Summer* and *The Misty Mountains Cold*, respectively.
- *There be Dragons?* cards determine if the **Dragon Attacks** or not.
- *The End* cards will either end the game or chaos might ensue.

3. Negotiation and Orders

- **72h** given to the players for this Phase to determine the order(s) they wish to play this turn.

- During this phase players may also send \$Realm to another player.
- Both Golden **March!** and **Fortify!** is the same as a normal order, however, they provide an additional +1 US in battle. Golden **Support!** either provides +1 US in battle, or has an increased support range from 1 to 2 (can extend beyond neighbouring Provinces). Golden **Work, work!** allows for a Province to be permanently upgraded.
- Each Province you control with *at least* one Army Unit can receive 1 order each turn.
 - **Fortify!** - Makes the Province harder to attack.
 - **March! / Delayed March!** - Move your Army Unit(s) from one Province to another *neighbouring* Province. *Battles might occur!*
 - **Support!** - Lend your Army's strength to support a player in battles occurring in a *neighbouring* Province.
 - **Work, work!** - Increase your \$Realm production for the turn, but your Army Units are weaker in battle.

4. Execute Orders

- All orders submitted in secret from the players are revealed at once.
- All **March!** orders are then executed and resolved simultaneously, before anything else, and then removed from play. All **Delayed March!** orders are then executed and resolved simultaneously, and then removed from play.

5. Consolidation

In this phase **24h** are given to the players to make their secret decisions for *Buying* new Army Units and *Bidding* on next turn's **Protector Ranking**.

- All effects from **Fortify!** and **Support!** orders played this turn are removed.
- Excess Army Units removed from Provinces (max 3 per Province).
- *Eliminate Players step*
 - Players losing control of their last Province are eliminated from the game in this step.
 - A player eliminating another player gains 50% of the eliminated player's \$Realm holdings.
- *\$Realm production step*
 - +50/75/100/150 \$Realm gained, respectively, from each lvl.0/1/2/3 Province you control.

- Successfully executed **Work, work!** orders are removed, giving you +50 \$Realm each.

➤ *Buying step*

- Buy new Army Units in your Provinces, costing 75 \$Realm each.
- The max supply limit of 3 Army Units per Province can not be exceeded.

➤ *Bidding step*

- Choose how much \$Realm you wish to allocate for next turn's **Protector Rank** bidding.



- **1 Army Unit = 1 Unit Strength (US)** in battles, both PvP and vs the Dragon.
- For a given battle first the *Attacker* and *Defender* are determined.
- **Attacker US** and **Defender US** is determined as described in the table below:

	Attacker	Defender
Total Unit Strength (US)	+1 for each Army Unit belonging to the <i>Attacker</i> in the battle	+1 for each Army Unit belonging to the <i>Defender</i> in the battle
+ Modifiers from <i>Orders</i> or <i>Event Cards</i>	+ Any Modifiers for the <i>Attacker</i>	+ Any Modifiers for the <i>Defender</i>
+ Total contributing US From valid Support! orders (with any potential modifiers applied).	+1 for each Army Unit with valid Support! orders lending support to the <i>Attacker</i> + modifiers	+1 for each Army Unit with valid Support! orders lending support to the <i>Defender</i> + modifiers
The sum of the above =	The <i>Attacker's</i> strength in the battle = Attacker US	The <i>Defender's</i> strength in the battle = Defender US

- If **Attacker US > Defender US**, the *Attacker* wins. They will lose no Army Unit(s) and all of the involved Army Unit(s) of the *Defender* are eliminated. The same would apply for the *Defender* if **Defender US > Attacker US**.
- If **Attacker US = Defender US**, the **Protector Ranking** will be used to determine the winner. The highest ranked player will win the battle. However, once the **Protector Ranking** is used to break a tie the winning player will also suffer a loss of 1 Army Unit.



- The **Dragon's Power Level (DPL)** shows how strong the Dragon is in battle.
 - The Dragon starts the Game with a **DPL = 0**.
 - Each time a card is revealed and played in the Reveal Cards phase the **DPL** increases based on how much \$Realm one or more players are hoarding and the number of Provinces in the game, see table below:

Amount of \$Realm held by any player	Increase in DPL per card played in the <u>Reveal Cards phase</u> .			
	#Provinces < 14	#Provinces: 14 - 26	#Provinces: 27 - 39	#Provinces: 40 - 52
0 - 249	+1	+2	+3	+4
250 - 349	+2	+4	+6	+8
350+	+3	+6	+9	+12

There are two ways for the Dragon to attack the Realm:

1. A *There be Dragons!* card is played in the Reveal Cards phase.
2. The **Dragon's Power Level (DPL)** equals or exceeds a **Power Threshold** which is equal to twice the number of Provinces on the game board minus twice the number of Protectors eliminated from the game i.e. $2 \times (\# \text{Provinces} - \# \text{Eliminated players})$.

- If any of the two conditions listed above occurs, the Dragon will *immediately* attack the Realm.
- If there is a **Dragon Attack**, all players have basically two options:
 1. Come to peace with that there will be some casualties and commit one or more of their Army Unit(s) to fight the Dragon in battle.
 2. “*Turn off the lights*” and hide their Army Unit(s) to save them from being turned into smoking piles of melted metal. However, by doing so they might be facing elimination from the game.
- Depending on how many green Provinces a Protector controls they might need to provide more **US** to fight the Dragon to be 100% safe. This minimum contribution is called minimum Unit Strength (**min.US**). \$Realm rewards for defeating the Dragon in combat is also increased with this **min.US** as shown in the table below.

Number of green Provinces controlled by a player	The required minimum US (min.US) against the Dragon.	Rewards for defeating the Dragon in battle
0	0	0 \$Realm
1	1	100 \$Realm
2	2	150 \$Realm
3	3	200 \$Realm
etc.		

- Battles against the Dragon are resolved in a similar way as PvP battles. Only this time, instead of **Attacker US** vs **Defender US**, we now have the **Dragon's Power Level (DPL)** (“*Attacker*”) vs. **Protector US** (“*Defender*”).
- To determine the **Protector US** for a given fight against the Dragon, the players have to secretly choose how many (if any) of their Army Units they want to commit to the fight. This step is the *Determine Protector US step*.
 - Each Army Unit committed to the fight from a player will add +1 US to a player's **total US**.

- The **total US** contributed from *each player* is added up, resulting in the **Protector US**.
- For the players to be victorious the resulting **Protector US** needs to be *higher* than the current **DPL**.
- The table below outlines the different outcomes for players, depending on whether the Dragon was defeated or not, and whether a player contributed their required **min.US** to the **Protector US** or not.

Did you contribute the required minimum US to the Protector US in this battle?	Protector US > DPL Protectors win!	Protector US =< DPL Dragon wins...
Yes	<ul style="list-style-type: none"> ➤ A number of Army Units equal to the min.US are vaporised. ➤ Gain \$Realm according to the min.US contribution. 	<ul style="list-style-type: none"> ➤ All Army Units committed to the battle are vaporised.
No	<ul style="list-style-type: none"> ➤ If any Army Units were committed to the battle they are vaporised. 	<ul style="list-style-type: none"> ➤ If any Army Units were committed to the battle they are vaporised. ➤ Drop to the lowest rank on the Protector Ranking. ➤ If you are not the <i>Grand Protector</i>: <ul style="list-style-type: none"> ○ You face “<i>The Dragon’s Wrath!</i>” ➤ If you are the <i>Grand Protector</i>: <ul style="list-style-type: none"> ○ Lose all \$Realm.

Other events	<p>1. The player adding the most Unit Strength (US) above their required min.US to the Protector US, gains the title of <i>Grand Protector</i> (moves to the 1st place on the Protector Ranking) and gains 3 VPs.</p> <p>2. Players that contribute more than min.US to the Protector US might obtain bonus rewards.</p> <p>3. Being defeated, the Dragon's Power Level (DPL) is reset to 0.</p>	<p>1. After the victorious attack the Dragon's Power Level (DPL) is cut in half (round-up).</p>
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Protector victory:

2. If a player contributed more US to the **Protector US** than what is required by their **min.US** they might gain one of the following bonus rewards:
 - a. If a player's total US contribution is \geq 2US or 2x **min.US** (whichever is higher), they will gain **1VP** and earn 15 \$Realm extra for each US they contributed above **min.US**.
 - b. If a player's total US contribution is \geq 3US or 3x **min.US** (whichever is higher), they will gain **2VPs** and earn 30 \$Realm extra for each US they contributed above **min.US**.

Being eliminated from the game by the Dragon:

1. **No Quarter!:** Should a player that already is at the bottom of the Protector Ranking be forced to drop to the lowest level of the Protector Ranking, they will instead be eliminated from the game by the Dragon.
2. **The Dragon's Wrath!:** A player faced with *The Dragon's Wrath!* will see one or more of their Provinces burnt to the ground. For each **US** they are below the **min.US** requirement, the player must select 1 Province that will be

annihilated (together with any units on it) by the Dragon. A player is eliminated from the game if the last green Province they control is turned into a smoking pile of ash (switch from green to grey colour on the game board). Burnt Province(s) will function like a normal lvl.0 Province with the important exception that it/they cannot under any circumstances produce \$Realm income for the rest of the game.



Fortify!

- If attacked, the **Fortify!** order grants the *Defender* +1 to their total US in all battles occurring in that Province for this turn.
- When sending this order to the GM, simply specify which of your Province(s) that will carry out this order. All of your Army Unit(s) in that Province (after executing all **March!** orders) will be affected.
 - Order example: *Fortify! Province#4*

*This command would put the **Fortify!** order in effect on Province#4.*



March!

- Move Army Units around on the game board, and to potentially take control of other player's Provinces.

- Army Units can only be given orders to march into **1 (one) neighbouring Province**.
- When sending this order to the GM, specify the number of Army Units you want to move, where they are marching from and where they are marching to.
 - Order example: *March! 2 from P1 to P2.*

This command would move 2 Army Units from Province#1 to Province#2



Delayed March!

- Functions exactly like a “normal” **March!** order, however, it’s executed and resolved right after all “normal” **March!** orders have been executed, resolved and removed from play.



Support!

- Declare your support for a player (including yourself) that might fight in a Province sharing land borders with the Province in which the **Support!** order is played.
 - If the player you named is in battle in the Province specified, you will support them with your total contributing Unit Strength from your Province (= +1 US for each Army Unit in the Province giving Support + potential modifiers from *Event cards* and orders/faction bonuses).
 - A player supporting another player (or themselves) in battle does not risk losing any units from the Province giving support. Even if the player they were supporting ends up losing the battle.
 - If a Province that has been given a **Support!** order is attacked, the order is cancelled before battles are fought.

- When submitting a **Support!** order to the GM you need to state which player you want to support in which neighbouring Province. If you are lucky enough to control more than 1 Province you also need to specify from which Province the support is given from.

- Order example: *Support! Player#3 in P2 from P1.*

*For this **Support!** order the player giving the order (controlling 2 Provinces) is looking to give support from Province#1 to Player#3 attacking their common neighbour in Province#2.*



“Work, work!”

- Your Armies are put to work to increase your production of \$Realm in the Province. Each **Work, work!** order in play have the potential to grant +50 \$Realm if still active in the following Consolidation phase.
- If any Army Unit(s) that received this order need to fight (against players or the Dragon) they will do so with a -1 modifier to their total Unit Strength (US).
- In the \$Realm production step of the Consolidation phase, if some of your Army Unit(s) that received this order are still alive or were not **all** interrupted by being sent off to fight against any **Dragon Attacks**, they would grant you an extra income of +50 \$Realm.
- When giving this order to the GM simply define which of your Province(s) you want to play this order in. All Army Unit(s) in the selected Province(s) (after all **March!** orders have been executed) will be affected by the order.

Order example: *Work, work! P2.*

*This command would put the **Work, work!** order in effect on Province#2.*



Golden Orders:

- Both Golden **March!** and **Fortify!** is the same as a normal order, however, they provide an additional +1 US in battle.
- Golden **Support!** can either function like a normal order but it provides an additional +1 US in battle. Or it does not provide the additional +1 US in battle, instead it has an increased support range from 1 to 2 (can extend beyond *neighbouring Provinces*).
- Golden **Work, work!** does not produce any extra \$Realm income the turn it is played. Instead, it enables the player to permanently upgrade the Province in which it was played. A Province can be upgraded to the next level in the Consolidation phase given a Golden **Work, work!** was successfully executed in that Province, and 25 \$Realm is paid for the upgrade during the *buying and bidding step*.
 - As a Province gains levels, it will produce more \$Realm for the rest of the game and provide more VPs as given by the table below:

Province level	\$Realm production	VPs provided
0 (starting level)	50	2
1	75	3
2	100	4
3 (Capitol, max 1 per player)	150	6

- A player can play only one (1) golden order from each type (**March!**, **Fortify!**, **Support!** and **Work, work!**) each turn.
- Playing a Golden Delayed **March!** counts towards the limit for playing a Golden **March!**.
- The Protector Ranking is divided in 4 brackets. The highest ranked players will fill out the 1st bracket until it's full. Then the 2nd is filled up etc.

- 1st bracket: Golden: **March!** / **Delayed March!**, **Support!**, **Fortify!**, **Work**, **Work**!
- 2nd bracket: Golden: **Support!**, **Fortify!**, **Work**, **Work**!
- 3rd bracket: Golden **Fortify!**, **Work**, **Work**!
- 4th bracket: Golden **Work**, **Work**!

The number of players in each bracket is dependent (*at all times*) on the number of *active players* as shown in the table below:

Number of active players:	Number of players in each bracket			
	1st bracket	2nd bracket	3rd bracket	4th bracket
	2	1	1	NA
3	1	1	1	NA
4	1	1	1	1
5	2	1	1	1
6	2	2	1	1
7	2	2	2	1
8	2	2	2	2
9	3	2	2	2
10	3	3	2	2
11	3	3	3	2
12	3	3	3	3
13	4	3	3	3
14	4	4	3	3
15	4	4	4	3
16	4	4	4	4



“Defenders of the Realm” (Tier 2)

- **Fortify!** orders give +2 US, instead of +1.

“Fight fire with fire!” (Tier 1)

- Can be activated **once per game**
- Activated in the *Determine Protector US step* during a **Dragon Attack**.
- Cost: 35 \$Realm/*Highmagister summoned*
- Summon the *Cenarion High Council* to boost your fighting capabilities!
 - For each *Highmagister* summoned you gain +1 US to your total US.
 - If the complete Council is summoned (9 members) you gain +13 US to your total US.
- When calling on the aid of the *High Council*, the player may also commit Army Units to the fight as normal.

To activate:

During the *Determine Protector US step*, if a player wanted to summon 5 *Highmagisters* for help. They would simply include this additional command in the DM sent to the GM:

Fight fire with fire: 5

when choosing the number of Army Units they want to commit to fight the Dragon (as normal).



“Weather forecast” (Tier 2)

- Each turn during the Negotiation and Orders phase a Kalu’Ak player may consult their ash-readers to look at the top card of the *Event deck*.
- **Once per game** they may strain their ash-readers to look at the top card in the *There be Dragons?* deck too. Such a difficult task does, however, require a 15 \$Realm “donation” to be paid by the player to their *Guiding Hand*.

To activate either ability: Simply state your wishes in a DM to the GM during the Negotiation and Orders phase.

“Nothing to see here!” (Tier 1)

- Can be activated **once per game**
- Activated in the *Determine Protector US* step during a **Dragon Attack**.
- Cost: 25 \$Realm/Province controlled
- All your \$Realm, Army Unit(s) and tribesmen will be hidden in your tunnels.
 - For this one battle against the Dragon you are regarded for all purposes as *not being in the game*.
 - Immune to all effects from the Dragon.
 - You will temporarily be removed from the **Game**. *Warning! Consequences may apply to the other players still in the game...*
 - You will return to the game with the same Protector Ranking you had before the Dragon Attacked.

To activate:

During the *Determine Protector US* step, the player would then simply give the following order to the GM:

Nothing to see here!

instead of choosing the number of Army Units they want to commit to fight the Dragon.

Ashes of Power

➤ If a Kalu'ak player or any player with access to any of the “*Weather forecast*” or “*Nothing to see here!*” abilities control a burnt-out Province (A Province that has switched from green to grey on the game board) their *Tier 1* and/or *Tier 2* faction abilities are upgraded.

- Upgraded Weather forecast (Tier 2):

When looking at the top card of the *Event* deck you may discard it and place it at the bottom of the deck. *Note:* The option to discard the top card does not apply to the *Black Swan* nor the *Power Overwhelming* cards.

When looking at the top card of the *There be Dragons?* deck, if the card is not a *There be Dragons!* card you can choose to remove it from the game and replace it with a *There be Dragons!* card. The new card is placed on top of the deck.

- Upgraded Nothing to see here! (Tier 1):

The cost of activation is increased to 45 \$Realm per Province controlled by the player, however, the ability is no longer a **once per game** ability.



“Merchants of the gods.” (Tier 2)

- \$Realm production from **Work, work!** orders are increased by 80%.

“The Mountain King sends His Regards” (Tier 1)

- Can be triggered **once per game** (*passive ability*)
- Can be triggered right before the *Eliminate Player* step in the Consolidation phase.
- Cost: Special, see below.
- The first time you find yourself in the unfortunate position that you are about to be eliminated from the game, this ability will trigger.
 - The invading player(s) will be ambushed from the depths by the Mountain King’s Army. In *each* contested Province, one (1) Army Unit will fight any intruders with a **Defender Unit Strength (US)** as given in the table below:

Hodir player’s current \$Realm holdings	Defender US of the 1 Army Unit (called “His Regards”) sent by the Mountain King
0 - 50	1
51 - 150	2
151 - 300	3
301 +	4

- The Mountain King's army will have the same position on the **Protector Ranking** as the Hodir player they are defending. The battle is resolved as normal.
- If victorious the Mountain King's armies will retreat back to the depths and leave one normal Army Unit behind (which is gifted to the Hodir player).
- If the Hodir player ends up **being saved**, they have to pay a tribute of 50% of their current \$Realm holdings to the Mountain King. In addition to uttering these words in public: *Long live the King under the Mountains!*

An offer

- Once a Hodir player or any player with access to the “*The Mountain King sends His Regards*” ability controls a lvl 3 Province, they can hire the Mountain King’s “protection services” by paying a *small* fee of 50 \$Realm in the Consolidation phase. If payment is made, then for the duration of the next turn their *Tier 1* ability will not be triggered as normal, instead it will be triggered if another player is about to capture their only lvl 3 Province.



“Crusade!” (Tier 2)

- Can play a golden **March!** / **Delayed March!** order for free each turn. This free order does not count towards the number of golden orders a player can play in a given turn.

“Faith alone sustains us!” (Tier 1)

- Can be activated **once per game**
- Activated in the Consolidation phase when buying units. This effect will last until the beginning of next turn's Consolidation phase.
- Cost: 7 \$Realm
- Increase the max supply limit of your Province(s) with 1 (normally from 3 to 4).

To activate in the Consolidation phase include the order:

Faith alone sustains us

with the other orders given to the GM during the Consolidation phase. Thus allowing you to buy Army Units in your Province(s) up to your new *temporary* max supply limit of 4.



“The Great Game of politics” (Tier 2)

- When bidding on the **Protector Ranking**, for each Province controlled by a Lannuvár player, all bids are counted as being 15 \$Realm higher than their actual bid.

“The Bank of Lannuvár” (Tier 1)

- Can be activated **once per game**
- Activated in the *Bidding step* of the Consolidation phase or *Determine Protector US step* during a **Dragon Attack**.
 - If activated in the Consolidation phase, the effect will last until the end of next turn's Consolidation phase.
 - If activated in the *Determine Protector US step*, as a response to a **Dragon Attack**, the effect will only last until the end of the battle.
- Cost: 33 \$Realm
- As long as *The Bank of Lannuvár* is activated you will first get to see the choices that all the other players have made, before you will have 12h to submit your own highly informed choices. This applies to:
 - Bidding on the **Protector Ranking**
 - Committing Army Units during the *Determine Protector US step* to battle any **Dragon Attacks**.

To activate in the Consolidation phase include the order:

The Bank of Lannuvár

together with the other orders they wish to carry out for that Consolidation phase, but they do not need to submit any bids on the **Protector Ranking** at

this time. They will make their bid after all other players have revealed their bids during next turn's Protector Ranking phase.

To activate in the *Determine Protector US* step during a **Dragon Attack**:

The player would then simply give the following order to the GM:

The Bank of Lannuvár

instead of choosing the number of Army Units they want to commit to fight the Dragon.



In some games there might be an island in the middle of the game board.

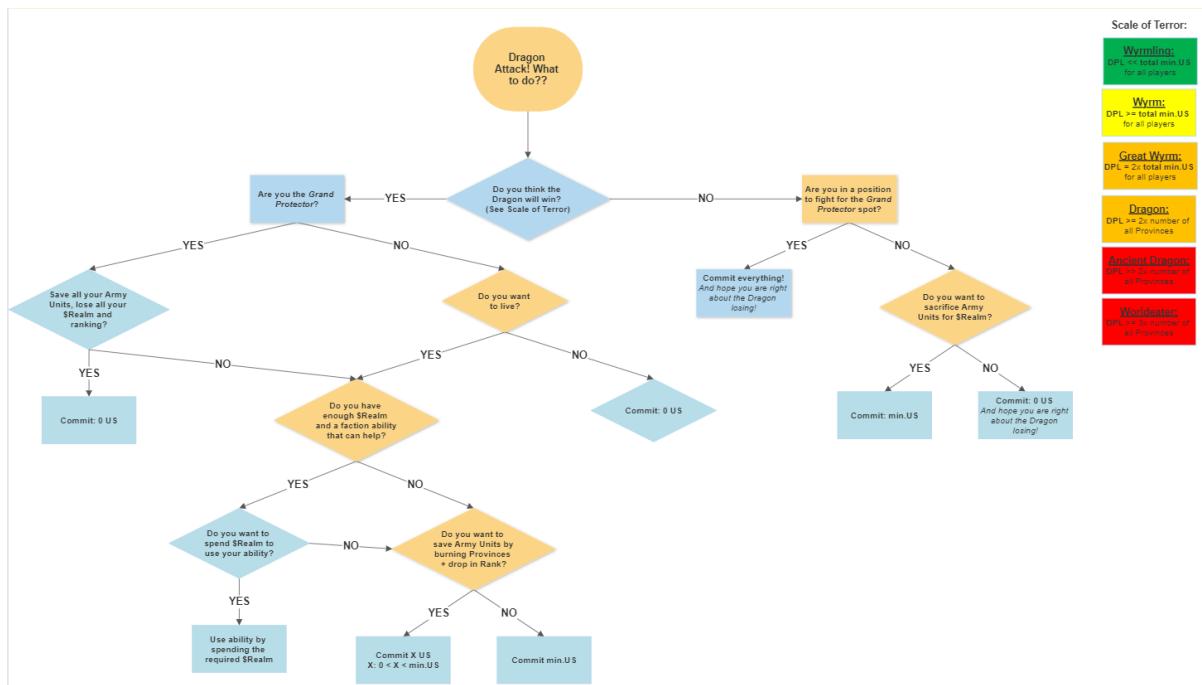
- A player can **March!** to/from the Island when mechanics are active that make all Provinces count as *neighbouring* Provinces (e.g. the *Seafarers!* and *Ferry!* cards).
- The Island has a max supply limit of 1.
- The Island provides **3 VPs** at the end of the game.
- To control the Island: A player needs to have at least 1 Army Unit on it during the Consolidation phase. Control will be lost the moment they no longer have any units on the Island .
 - A player already controlling the Island will be designated with the *Defender* role should any battles occur.

- An Army Unit occupying the Island can only receive a **March!/Delayed March!** order (to move back to the mainland).
- Army Units on the Island can not contribute to the **Protector US** in a battle against the Dragon.
- Type of Island: Wizard Sanctum.



- Once captured by a player, during the following *buying and bidding step* they will choose one of the following options:
 - Refresh a **one-time use** ability they have already used.
 - Gain a *Tier 1* or *2* ability from another faction in addition to the abilities they already have.
- The choice made is only valid as long as control is maintained over the Wizard Sanctum. If control is lost all their abilities will revert back to as it were before the Sanctum was captured.
- **Palantír** (*Cost: 15 \$Realm*): During the Negotiation and Orders phase, a player controlling the Wizard Sanctum may choose to look at the top card of the *Sea Deck* or *The End Deck*. Activating the Palantír requires a sacrifice of 15 \$Realm.
- **Enchanted weapons**: The Sanctum itself will provide **+1 US** to its controlling player's **total US** in any fights against the Dragon, as long as they commit at least 1 Army Unit to the battle.

A simplified decision-tree for Dragon Attacks:



Overview of Event Cards:

Black Swan



Reshuffle **ALL** Event Cards,
draw a new one and play it...

*To this day, it is a mystery why
The Kalu'ak Ash-Readers go
crazy each time a Black Swan is
spotted at their shores..*

Calms of Summer



Nothing happens...

*Except in the coastal tribes of
Kalu'ak. There's always
something shady happening in
Kalu'ak.*

Deep Snow



All **Attackers** suffer -1 to their total Unit Strength (US) this turn.

Hodir, with their short legs, don't fancy snow much..

Heavy rains of Autumn



All **Support!** orders suffer -1 to their total contributing Unit Strength (US) this turn.

It's funny, how shitty weather makes shitty allies..

Power Overwhelming



Add the number of Provinces on the Game Board to the **Dragon's Power Level (DPL)**.

I know... It's hard to believe, but Dragons are more full of themselves than a Lannuvarian.

Restlessness of Spring



Fortify! orders may not be played this turn.

*"Join the Army", they said..
"See the world", they said..
Only exotic thing I have seen so far are Cenarion dancers.*

Winter Storms



No \$Realm production is possible this turn.

Even the most devoted members of the Realm will stop working, once all the lights go out.

Imarin's Blessings



ALL \$Realm production is doubled this turn. Grey "burnt-out" Provinces act as normal this turn.

I asked Imarin to "Show me the money". I did not expect an answer.

Flood!



All Provinces are counted as having zero *neighbouring* Provinces this turn.

March! If I hear complaining about swimming with armour one more time, the Light will smite you!

Overview of There be Dragons? Cards:

<h3>The Misty Mountains Cold</h3>  <p>Only chilling and eerie silence...</p> <p><i>It's said that the dragon slumbers from time to time, sometimes even for centuries. Praised be Imarin!</i></p>	<h3>There be Dragons!</h3>  <p>The Dragon attacks the Realm! Prepare for battle! Or hide and pray the other players will manage without you...</p> <p><i>Is that a bird.. a zeppelin? The fabled Hodir Mothership? ARRRGH.. it BURNS!!</i></p>
<h3>Bloodlust!</h3>  <p>For each Protector eliminated from the game this turn, the Power Threshold will decrease temporarily with the number of starting players instead of 2.</p> <p><i>Careful lad...</i></p>	

Overview of Sea Cards:

Ferry!



All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn. Cost to activate:
25 \$Realm per Province.

I would never go on that ferry... Those that do, never return!

Plague!



Each Province that contains at least one Army Unit with a friendly *neighbouring* Province that also contains at least one Army Unit loses 1 Army Unit.

A ship arrived... and Death came with it.

Pirates!



The Pirates are looking for the Protector that has caused them some trouble... Will you snitch on your fellow Protectors to try to save your own skin or not?

ARRR you the one, we ARRR looking for!?

Seafarers!



All Provinces count as *neighbouring* Provinces for executing **March!** orders this turn.

We come in peace!

Crab Infestation!



The max supply limit of each Province is reduced by 1 this Turn.

*This is fine!
Your Armies are SAFU!*

Overview of The End Cards:

The End is Nigh!



Endtimes: All *other* cards played this turn will remain in play until the game ends.

Soon...

Time's Up!



This will be the last turn of the game.

I told you so!