

## Mikael

Ability - Non-transferable - Tear up after use

### **Compete**

Outscore any other player in archery, fencing, axe throw, javelin throw, or similar. Then get a card from the Bard.

Ability - Non-transferable - Keep after use

### **Indict**

Write down the name of another player on this card. They will be arrested at the end of the faire.

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### **Indict**

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Item - Transferable/tradable

### **Trident**

A three-pronged weapon.