MARGRAVES™

OF VALERIA



The Story of Margraves

After years of prosperity, monsters within the borders of Valeria have begun to terrorize local cities. The Queen of Valeria, tired of the bloodshed and chaos, has convinced the reclusive Wardsmiths to help construct powerful Ward Towers throughout the Kingdom. Once the Ward Towers are operational, they'll be able to obliterate monsters and keep Valeria safe once and for all.

With the Dukes and Duchesses busy governing their lands, the Queen has asked the Margraves – noble military commanders charged with keeping the borders safe – to escort the Wardsmiths to the different cities and supply them with the materials necessary to erect the Ward Towers. The Queen has also decreed that all knights must follow the orders of any Margrave asking for aid in this difficult endeavor.

Leaders of the four Guilds see a unique opportunity to ensure the safety of their cities and their coffers. Secretly, they offer the Margraves privileges, bannermen, and wealth for their Houses if they agree to hire citizens from their Guild and build the Ward Towers where it will most benefit them. The Margraves know that the Guilds will help them with political maneuvering and the acquisition of land after the threat of monsters has been eradicated.

Take up your sword and bring glory to your House in Margraves of Valeria!

Game Material

1 Track Board (a), 1 Game Board (b)

1 Score Sheet Pad



50 Gold Tokens:

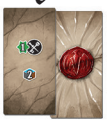


30 1 Gold 20 5 Gold

1 Starting Player Token



20 Starting Wealth Tiles



60 Privilege Tiles:



33 Privilege I 27 Privilege II

89 Cards:



20 Monsters; in 4 decks:





60 Citizens; in 4 decks:





4 Lairs

5 Player Aids

65 Game Tokens:



13 Stone 13 Wood 13 Magic 6 Gem 20 Knight

50 Tokens and 35 Supporting Materials

in player colors white, yellow, blue, red, purple; per player:



1 Strength Tracker 1 Margrave 4 Ward Towers 4 Influence Markers 1 Ship



1 Keep



1 Player Board

Keep Assembly:
Carefully punch out all pieces. Insert the 2 tabs from Base through long side. Repeat for other long side. Slide short side slots down into slots on long sides. Repeat for other short side.



4 Starter Citizens: Alchemist, Captain, Merchant, and Paladin







Game Setup

Prepare the Track Board

1. Prepare the Citizen cards by sorting them according to the player count icons on the back of the card. Take the Citizen cards for your current player count and lower player count(s). Then, shuffle them together. Return unused cards to the box. For example, in a 3-player game only cards with 2 and 3 are shuffled together and the rest are returned to the box. Place the shuffled Citizen cards in a stack above the rightmost slot on the track board. This is the Citizen deck. Draw and place 1 Citizen card from the Citizen deck face-up above each of the remaining 5 slots that have a Gold cost.
2. Place the 20 Knights in the bottom left corner within the illustration of the barracks.
3. Take the Privilege I and Privilege II tiles with no player number and separate them into two pools. For games with more than 2 players, add in tiles that have that player count or less. Return unused tiles to the box. Shuffle the gathered Privilege I and Privilege II tiles face-down, keeping them separate. Make Privilege I and Privilege II stacks below the Track board. Draw and place 3 Privilege I tiles face-up below each of the slots (created by the river illustration) with the I icon, and 3 Privilege II tiles face-up below each of the slots with the II icon.

Prepare the Game Board

1. Place the Lair cards into the matching slots on the game board according to their Lair icon: Mountain, Forest, Ruins, and Hills. Separate Monster cards by their Lair icon (found in the upper-left corner of the cards). Take the Boss of each Lair and place it face-down underneath its respective Lair card. Shuffle each set of the Monster decks (4 cards left in each set) and place them face-down on top of their matching Lair card, then flip the top card of each stack face-up.
2. Place Gems and the 3 Resources (Stone, Wood, and Magic) in the corresponding corners of the game board, according to the number of players. (See corners of the game board.) Place leftover tokens back in the box.
3. Take Knights from the Track board and place 1 in each of the 8 Location illustrations.
4. Place the Gold (both denominations) in the center of the game board over the two small lake illustrations.

Player Setup

Each player takes a matching set of components (1 player board, 1 Keep, 1 Strength tracker, 1 Margrave, 1 Ship, 4 Influence trackers, 4 Ward Towers, and 4 Starter Citizen cards) and 1 Player Aid card. Then, each player:

- Takes a Gem from the game board and places it and each of their 4 Ward Towers into spaces in the storage area of their player board. (1 item per space.)
- Places their Strength tracker above the "0" space of their player board.
- Takes their 4 Starter Citizen cards into their hand, and places their Reference card to the left of their player board.
- Places their Margrave in "Shilina" and their Ship in the bottom segment (with the II icon) of the Shipping track on the game board.
- Places their 4 Influence Markers on the Influence Tracks on the Track board; 1 Influence Marker per row in the starting left space.



Starting Wealth Tiles

1. Randomly determine a start player and give them the Starting Player token.
2. Shuffle the Starting Wealth tiles face-down and deal 4 secretly to each player. See "Starting Wealth Tiles" on page 10.
3. Each player chooses 1 tile to keep and passes the rest to the player on their left. Continue to choose 1 and pass tiles until all players have chosen 3 Starting Wealth tiles. Discard the 4th tile that wasn't chosen.
4. All players simultaneously reveal their Starting Wealth tiles. Beginning with the player with the Starting Player token and continuing clockwise, each player takes the items depicted on one Starting Wealth tile and discards the tile. Continue until all Starting Wealth tiles have been resolved. Return all Starting Wealth tiles to the box.

Game Overview

Objective

You are a Margrave charged with defending the borders of Valeria and building Ward Towers to strengthen the realm. You command knights and citizens to collect resources, ship resources, and slay monsters in an effort to gain Influence over the 4 Guilds: Worker, Soldier, Shadow, and Holy.

The amount of Influence you have over the Guilds will determine the number of Victory Points you'll receive for each Guild icon you've collected and for Guild icons associated with Locations where your Ward Towers are built at the end of the game. The player with the most Victory Points will be declared the winner.

Flow of the Game

The game takes place over several turns, starting with the player with the Starting Player token and continuing clockwise.

On your turn, you must play a Citizen card from your hand to a pile on the right of your player board. Then, perform 1 of 4 possible powers:

1. The Pennant actions on the top left hand corner of the card.
2. The Citizen power text written at the bottom of the card.
3. The Recall power located on your player board.
4. The Build power located on your player board.

Important: If you only have 1 Citizen card in hand at the start of your turn, you must use the card for the Recall power.

When performing the Recall or Build power, we recommend you play your Citizen card face-down to reduce confusion.



After taking your actions, perform "End of Turn" cleanup (see page 9) and check the "End of Game" conditions on page 10.

Play continues until one of the 3 end-game conditions is met. All players take equal turns - the game ends after the player to the right of the start player has taken a full turn.

Citizen Cards

1. Activate the Pennant Actions

There are 3 icons in a column in the top left-hand corner of each Citizen card. Each icon is associated with a specific action. When playing a card for its Pennant actions, you must perform the actions from top to bottom. If you cannot or wish not to perform one of the actions, then you may skip it.

Gain 1 Strength

Strength is tracked on your player board. To perform this action, move your Strength tracker 1 space to the right.

> **STRENGTH**
> You gain and spend Strength by moving the Strength tracker above your player board right and left into the slots above the Strength values. You may never have more than 8 Strength on your player board. Strength is not a Resource.

Gain 1 Resource

A Wild icon represents any 1 of the 3 Resources: Stone, Wood, or Magic. To perform this action, choose any 1 Resource from the supply on the game board and place it in a storage space on your player board.

> **STORAGE**
> There are 12 storage spaces on your player board. Each storage space allows you to store 1 Resource, 1 Gem, 1 Knight, or 1 Ward Tower. If you don't have an open storage space, you can either forfeit the Resource, Knight, or Gem you just gained, or free up storage space by returning stored Resources, Knights, or Gems to the supply. You may never discard Ward Towers in your storage to make room for other tokens.

Gain 2 Gold

Gold is the main currency of the game. To perform this action, take 2 Gold from the supply and place it in your Keep.

> **GOLD**
> There is no limit to the amount of Gold you may have at any one time and it is not meant to be limited in the game. Gold is stored in your Keep, and does not take up storage space on your player board.

Citizen Cards

Move Your Margrave

Your Margrave represents you moving from one Location to another within the land of Valeria in order to perform Location Powers. Only you may move your Margrave.

To perform this action, move your Margrave from its current Location to a Location directly connected by a white stone road.

When you move your Margrave into a Location, you activate the Location Power.

If you cannot or wish not to activate the Location Power, you gain 2 Gold from the supply instead.



Example: Kira's Margrave is in *Shilina*, which is connected to *Kamin* and *Thraecius*. She moves her Margrave from *Shilina* to *Kamin* and activates the Location Power to gain 1 Stone.

Deploy a Knight

Knights represent noble warriors who are loyal to Valeria and not to one single Margrave. Knights in Locations on the game board can be sent to other Locations and into battle by any player in the game. Only Knights in your storage are directly owned and controlled by you during the game. Once they are placed on the game board, they are free to be controlled by other players.

To perform this action, you may either move a Knight from your Margrave's current Location to a connected Location 1 movement step away, or you may move a Knight from your player board to your Margrave's current Location.

When you move a Knight into a Location, either from a different Location or from your player board, you activate the Location Power.

If you cannot or wish not to activate the Location Power, you gain 2 Gold from the supply instead.



Example: Kira's Margrave is in *Kamin*. There is a Knight in that Location so she could Deploy it by moving it from *Kamin* to *Shilina* or from *Kamin* to *Silesia*. Instead, she takes a Knight from a storage space on her player board and places it in *Kamin* where her Margrave is located. Since she moved a Knight into the Location, she may activate the Location Power, but instead she decides to take 2 Gold from the supply.



2. Activate the Citizen Power Text

All Citizen cards have Power text written at the bottom. When playing a Citizen card for its Power text, you must perform the text in the order written.

Some Citizen Power text instructions have the word "may" – these Powers are optional and do not have to be performed. All other text must be performed if you are able to do so.

When you play a Citizen card that allows "**all players**" to perform a specific Power, you perform the Power first, then all other players perform the Power in clockwise order. You and other players may decline to perform the Power. When you play a Citizen card that allows "**all opponents**" to perform a specific Power, the player to your left performs the Power first, then all other players perform the Power in clockwise order. Players may decline to perform the Power.

Descriptions of non-Starter Citizen cards can be found on page 11.

Starter Citizens and their Powers

Alchemist: Gain 5 Gold from the supply.

Then, you may pay 1 Gold to gain 1 Wild Resource from the supply and place it in your storage.

Finally, all players gain 1 Gold per Ward Tower they have built in Locations.

Captain: Gain 1 Knight from the supply and place it in your storage. Then, gain 1 Strength.

Then, all players (starting with you) may pay 1 Gold to gain 1 Knight from the supply and place it in their storage.

Finally, you may Slay a Monster that is adjacent to your Margrave's current Location.

Merchant: Gain 1 Wild Resource and place it in your storage. Plus, gain 4 Gold from the supply.

Finally, all players (starting with you) may pay 1 Gold to gain 1 Wild Resource from the supply and place it in their storage.

Paladin: Gain 1 Magic from the supply and place it in your storage. Plus, gain 1 Strength.

Then, all players gain 1 Strength per Ward Tower they have built on the game board.

Finally, you may Slay a Monster that is adjacent to your Margrave's current Location.

Monster Adjacency

Monster adjacency is noted by the brown trails leading from a Location to the Monster stack. Your Margrave does not move into the Monster Lair; you Slay a Monster from your current Location. Note: All Locations are adjacent to at least 1 Monster stack. 2 Locations, *Silesia* and *Ny'mar*, are adjacent to 2 Monster stacks.

Slaying a Monster

You may only Slay a Monster if you play a Citizen card with Power Text that says "you may Slay a Monster".

To Slay a Monster, you must pay Strength equal to the Strength value on the Monster card (noted on the middle-left of the card). If a Monster has a Magic value above the Strength value, you must first return that many Magic tokens from your storage to the supply before you may spend Strength to Slay the Monster.

You can spend Strength in any combination of the following 2 ways:

1. Use the Strength on your player board. Move your Strength tracker 1 space to the left for each Strength you want to spend.

2. You move any number of Knights in your Margrave's current Location or from your player board to an open slot standing up in the Hero Tombs to gain Strength. See "Hero Tombs" on page 9. Each Knight you add to a slot in the Hero Tombs in this way equals 1 Strength.

Once you have slain the Monster, take any Rewards (listed at the bottom of the card) and Influence (noted on the middle-right of the card). See "Influence Track" on page 8. You may take Rewards and Influence in any order you wish. After taking Rewards and Influence, place the Monster card face-down at the bottom of its stack.

Example: Kira wants to Slay the *Warg Pack*. She pays 1 Strength from her player board and moves 2 Knights from her Margrave's current Location to the Hero Tombs (standing up) for a total of 3 Strength. She gains 1 Wood token as her Reward and 1 Influence, then places the *Warg Pack* card face-down at the bottom of its stack.

Citizen Cards

3. Activate the Recall Power

To activate the Recall power, perform the actions in order as indicated by the icons noted on your player board:

1. You must discard 1 Citizen card of your choice from the Citizen line above the track board and remove it from the game.
2. You must pick up all of your Citizen cards to the right of your player board and take them face-up into your hand. You will be able to use any one of them on your next turn.
3. You may pay Gold to take a Citizen card from the line of cards above the Track board and take it into your hand. The amount of Gold you pay is equal to the amount of Gold noted in the slot below the Citizen card. This step is optional.

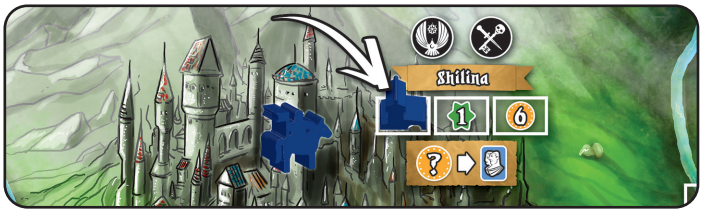
Remember: If you only have 1 Citizen card in hand at the start of your turn, you must use the card for the Recall power.

4. Activate the Build Power

To activate the Build power, perform the actions in order as indicated by the icons noted on your player board:

1. Pay 1 Stone, 1 Wood, 1 Magic, and 1 Gem from your storage to the supply to place a Ward Tower from your player board to 1 of the 3 build slots in your Margrave's current Location. If there are no open slots, then you may not build a Ward Tower in that Location. You may only build 1 of your Ward Towers in each Location.
2. Gain the Reward shown on the build slot where you placed your Ward Tower.
3. Gain 3 Influence. See "Influence Track" on page 8.

Important: If you have Built your 4th and final Ward Tower, this triggers the last round of the game. See "End of Game" on page 10.



Example: Kira plays a Citizen card face-down. She then returns 1 Stone, 1 Wood, 1 Magic, and 1 Gem to the supply. She takes a Ward Tower from her player board and places it in the first slot. She immediately gains 3 Resources of her choice. Then, she gains 3 Influence and moves her Influence Marker.

Locations

There are 8 Locations on the game board connected by white stone roads. Throughout the game, Margraves and Knights will occupy Locations. There is no limit to the number of tokens allowed in one Location at any one time.



Each Location has information next to the illustration.

The first row shows the icons of the two Guilds that are dominant in that Location. If you have a Ward Tower in one of the 3 slots, you count these 2 Guild icons during final scoring at the end of the game. See "Final Scoring" on page 10.

Below the Guild icons is the name of the Location.

Below the name are 3 slots on which Ward Towers can be built. Each slot in a Location has a unique Reward a player receives when building on the slot.

Below the 3 build slots is the Location Power. You activate this Location Power whenever you move your Margrave or any Knight into the Location. Remember: If you cannot or wish not to perform the Location Power, you gain 2 Gold from the supply instead.

Locations and their Powers

Kamin, **Inkadeus**, and **Reykstrom**: These 3 Location Powers all work in the same way. When you activate the Location Power, gain the indicated Resource (Stone, Wood, or Magic) from the supply and place it in your storage.

TOKEN LIMITATIONS

The amount of tokens in the game are meant to be limited. If at any time you are supposed to gain a Resource, Gem, or Knight token and there are not enough tokens in the supply, then you gain only what is available at that time.

Silesia: Pay 1 Gold to gain 1 Wild Resource from the supply and place it in your storage.

Locations

Viktoria: Gain 1 Strength.

Shilina: Pay Gold to take a Citizen card from the line at the top of the track board and place it into your hand. (Note: On Citizen cards, this Power is described as "Hire a ".)

The amount of Gold you pay is equal to the amount of Gold showing below the card in the slot on the track board.

You may never take or Hire a card from the Citizen deck.

Thraecius: Pay 3 Wild Resources to gain 1 Gem from the supply and place it in your storage. The Wild Resources you pay may be of the same type or you may mix and match.

Ny'mar: This Location allows you to perform a Shipping action. To perform the Shipping action:

1. Return any number of Resources (you may mix and match) from your player board to the supply.
2. Move your Ship 1 step clockwise on the Shipping track for each Resource you returned to the supply.
3. Gain the Reward in each segment your Ship enters during the action. You may take Rewards in any order you wish.

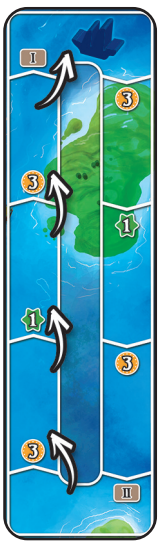
SHIPPING TRACK

The Shipping Track is made up of 8 segments, each containing a reward. When you gain Gold, take it from the supply.

When you gain a Privilege I I or Privilege II II tile, you must take a Privilege tile that is currently face-up below the Track board. See "Privilege Tiles" on page 9.

When you gain Influence, see "Influence Track".

There is no "end" to the Shipping track. You may go around as many times as you wish throughout the game.



Example: Kira returns 2 Stone, 1 Wood, and 1 Magic to the supply. She moves her Ship a total of 4 steps clockwise around the Shipping track. She gains 6 Gold, 1 Influence, and 1 face-up Privilege I tile from below the Track board.

Influence Track

The Influence Track board tracks your Influence across the 4 Guilds: Worker, Soldier, Shadow, and Holy.

Each row on the Influence Track is aligned to 1 of the 4 Guilds. The further you move your Influence Marker to the right, the more Influence you have over that Guild and the more Victory Points you will receive at the end of the game for each of that Guild icon you collect.

Each row is broken up into 6 sections by the rivers, as illustrated. Your Influence Markers start in the first space of the first section (which awards 1 Victory Point per icon) of each row. Each section has 3 spaces except for the 6th and final section which only has 1 space and awards 6 Victory Points per icon.

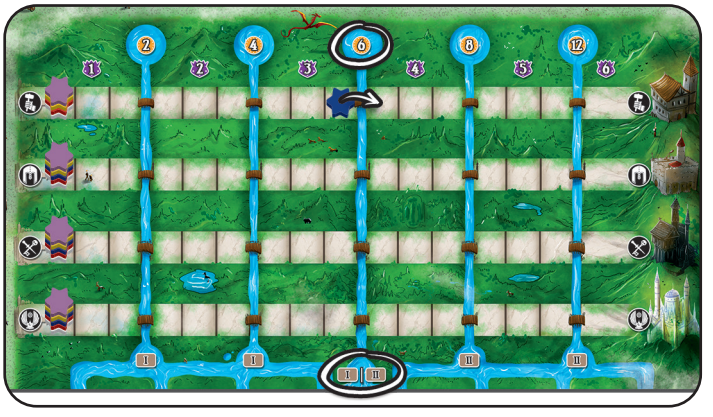
When gaining Influence, move 1 of your Influence Markers 1 space to the right for each Influence you gained. You may split up your earned Influence between different rows as you wish.

When moving your Influence Marker, it may not cross the bridge over the river into the next section until you have paid the required Gold noted at the top of the river.

When you cross the 1st or 2nd bridge/river with any one of your Player Markers, you may take 1 of the 3 face-up Privilege I tiles I.

When you cross the 3rd bridge/river with any one of your Player Markers, you may take either a Privilege I I or II II tile.

When you cross the 4th or 5th bridge/river, with any one of your Player Markers, you may take 1 of the 3 Privilege II tiles II.



Example: Kira (blue) gains 1 Influence. She wants to cross over the river on her Worker track. She pays 6 Gold to the supply and moves her Player Marker over. Since she crossed the 3rd river, she can take either a Privilege I or II tile. She takes a Privilege II tile and places it on her player board.

End of Turn

At the end of your turn, check the following and resolve as necessary in order:

1. Hero Tombs: If you have placed any Knights in the Hero Tombs, check to see if you've gained Rewards. If you have filled a column and/or row, take the Reward shown and lay down the Knight(s). Then, if all of the slots in the Hero Tombs are filled in by Knights, remove all Knights from the Hero Tombs and return them to the supply (within the illustration of the barracks). These Knights are now available to gain in the next player's turn. Next, if any Location does not currently have a Knight, place 1 Knight in that Location from the supply.

HERO TOMBS

The Hero Tombs consist of a 3 by 4 grid with 9 slots on the Track board. At the end of your turn, if you filled in a row you gain the Reward noted to the right of that row. If you filled in a column you gain the Reward noted at the top of that column. It is possible to fill in more than one row or column, or a mixture of both. If you do, you gain all of the Rewards for rows or columns you filled in.

Note: During your turn, if you send more Knights to the Hero Tombs than there are open slots, place the Knight(s) standing up on the glowing blue statue in the bottom left-hand corner. You still gain Strength, but do not gain extra Rewards at the end of your turn.

As you take your Rewards, lay down the Knight(s) in the Hero Tombs.



Example: At the end of Kira's turn, there are 2 Knights standing in the Hero Tombs that complete a row. She lays down the 2 Knights, then takes 1 Stone and 1 Wood from the supply and puts them into storage spaces on her player board.

2. Privilege Tile Slots: Refill any empty Privilege I tile slots from the stack of Privilege I tiles so there are 3 face-up below the Track board. Refill any empty Privilege II tile slots from the stack of Privilege II tiles so there are 3 face-up below the Track board. Important: If you need to refill Privilege I or II tile slots, but there are none in the respective stack, then this triggers the last round of the game.

PRIVILEGE TILES

Privilege tiles are separated into 2 different stacks: Privilege I I and Privilege II II.

There are 2 kinds of Privilege tiles throughout both stacks: Grant and End of Game.

When you gain a Grant tile, place it on your player board. You may discard this Privilege tile from the game at any time during your turn to gain the reward(s) noted.

When you gain an End of Game tile, place it above your player board. This tile will be used during Final Scoring. See page 10.

3. Monster Stacks: Flip any face-down Monster cards at the top of a stack face-up. If you've reached the Lair card, shuffle all of the Monster cards (including the Boss underneath the Lair card if this the first time you've reached the Lair card), place them face-down on top of the Lair card on the game board, and flip the top Monster face-up.

4. Citizen Line: Refill any empty Citizen card slots above the Track board. First, slide cards to the left to fill in any empty card slots, then draw new cards from the Citizen deck and place them face-up into the next available empty slot. Important: If you need to draw a Citizen card, but there is none in the stack, then this triggers the last round of the game.



End of Game

The end of the game is triggered when 1 of the following 3 conditions are met:

- A player has built their last Ward Tower.
- A player needs to replenish the Citizen line but there aren't enough Citizen cards left in the deck to refill the line above the Track board.
- A player needs to replenish the Privilege tiles but there aren't enough Privilege tiles left in the stacks to refill either the Privilege I or Privilege II tiles below the Track board.

All players take equal turns. When the player to the right of the player with the Starting Player token finishes their turn, proceed to Final Scoring.

Final Scoring

Give each player a score sheet. Each player adds up their Victory Points from 3 sources: Influence, Banner Privilege tiles, and left over Gold, Gems, and Resources.

The player with the most Victory Points wins.

In case of a tie, the player with the most Gold wins. If there is still a tie, then all tied players win the game.



Influence

On your score sheet, record the number of Guild icons you have of each kind from:

- End of Game Privilege I and II tiles.
- Citizen cards in hand or to the right of your player board.
- Locations where you have built a Ward Tower. Note: Each Location has 2 Guild icons and each counts separately for scoring purposes.

For each Guild, multiply the total by the number of Victory Points above your Influence Marker for that Guild on the Influence Track.

Banner Privilege Tiles

Some Privilege tiles have Banners on them which award you Victory Points at the end of the game. To score these points, multiply the different Banners by themselves. Duplicate tiles build a second set. Those tiles will be multiplied by themselves, too.



Example: Kira has 5 Privilege tiles, each with a different Banner illustration, and scores (5x5) 25 Victory Points.

Left Over Gold, Gems, and Resources

Gain 2 Victory Points per Gem left in your storage and 1 Victory Point for every 3 Resources left in your storage.

Gain 1 Victory Point per 5 Gold left on your player board.

Leftover Knights and Strength are not worth Victory Points.

Starting Wealth Tiles

The Starting Wealth tiles have several icons that all work as if you gained them during the game.

If you gain 1 or more Wild Resources, you choose which Resources you want and gain them from the supply. You may mix and match.

If you gain a Privilege I tile, take the tile from the face-down stack. If the Privilege I tile is a Grant, you may not redeem the tile for its face value until your first turn in the game.

If you gain 1 Influence on a specific Guild track, push your Influence Marker one space to the right on that track.



Example: Kira has drafted the Starting Wealth tiles above. For her first tile, she pushes her Influence Marker on the Shadow Guild track 1 space to the right, then takes 1 Wood and 1 Stone. For her second tile, she gains a Privilege I tile from the face-down stack, then 2 Gold. For her third tile, she moves her Strength tracker to the "2" space, then gains 2 Knights from the Barracks.

Other Citizens and Powers

Holy:

Citizens with the Holy Guild icon have the same Pennant actions: Move your Margrave, Deploy a Knight, and Deploy a Knight.

Artificer: Gain 1 Strength, 1 Magic, and 1 Stone from the supply.

Starting with the player to your left, all opponents may pay you 2 Gold to gain 1 Strength and 1 Stone. (Note: You may not pay yourself to gain 1 Strength and 1 Stone.)

Cleric: Gain 1 Magic from the supply.

You may move your Margrave. Remember: when you move your Margrave into a Location, you activate the Location Power or gain 2 Gold.

Retrieve one Citizen card from your pile of previously played Citizen cards. You may look through played cards freely. You may not retrieve the Cleric you just played to activate this Power.

Monk: Gain 2 Gold and 1 Magic from the supply.

You may move 1 Knight from any Location to any Location. (Note: You may not use a Knight from your player board.) Your Margrave does not need to be in either of the chosen Locations. Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

Priestess: Gain 2 Magic from the supply or gain 2 Strength.

All players may pay 1 Gold to gain 1 Strength.

You may Slay a Monster that is adjacent to your Margrave's current Location.



Soldier:

Citizens with the Soldier Guild icon have the same Pennant actions: Gain 1 Strength, Move your Margrave, and Deploy a Knight.

Bogatyr: Gain 2 Strength or 2 Knights.

You may Deploy 1 Knight to any Location. The Knight must be either in your Margrave's current Location or from your player board. Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

You may Slay a Monster that is adjacent to your Margrave's current Location.

Champion: Gain 3 Strength.

All players may pay 1 Gold to gain 1 Strength.

You may Slay a Monster that is adjacent to your Margrave's current Location.

Ranger: Gain 2 Strength.

You may move your Margrave from its current Location to a connected Location one movement step away. Remember: when you move your Margrave into a Location, you activate the Location Power or gain 2 Gold.

You may Slay a Monster that is adjacent to your Margrave's current Location.

Warlord: Gain 1 Strength and move 1 Knight from any Location to your Location. (Note: You may not use a Knight from your player board.) Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

You may Slay a Monster that is adjacent to your Margrave's current Location.

Other Citizens and Powers

Worker:

Citizens with the Worker Guild icon have the same Pennant actions: Gain 1 Wild Resource, Move your Margrave, and Deploy a Knight.

Bard: Move up to 2 Knights from any Location to your Margrave's current Location. (Note: You may not use a Knight from your player board.) Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

You may Deploy a Knight that is in your Margrave's current Location or Deploy a Knight from your player board to your Margrave's current Location. Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

Lumberjack: Gain 2 Strength and 1 Wood from the supply.

All players may pay 1 Gold to gain 1 Wood.

You may Slay a Monster that is adjacent to your Margrave's current Location.

Town Crier: Pay 2 Gold to Hire a Citizen from the Citizen line, ignoring the Gold cost below the Citizen card.

Retrieve one Citizen card from your pile of previously played Citizen cards. You may look through played cards freely. You may not retrieve the Town Crier you just played to activate this Power.

Trader: Gain 1 Wild Resource from the supply and gain 2 Gold.

You may either perform a Shipping action (see "Ny'mar" on page 8) or gain 1 Wild Resource from the supply.

All players may pay 1 Wild Resource to gain 3 Gold.

Shadow:

Citizens with the Shadow Guild icon have the same Pennant actions: Gain 2 Gold, Move your Margrave, and Deploy a Knight.

Necromancer: Gain up to 2 Knights that are laying in slots in the Hero Tombs.

You may Deploy a Knight that is in your Margrave's current Location or Deploy a Knight from your player board to your Margrave's current Location. Remember: when you move a Knight into a Location, you activate the Location Power or gain 2 Gold.

All players may pay 1 Gold to gain 1 Magic.

Peddler: Gain 2 Wild (any 2 of the 3 Resources - you may mix and match) and 2 Gold.

Starting with the player to your left, all opponents may pay you 1 Gold to gain 1 Wild Resource. You may not pay yourself to gain 1 Wild Resource.

Pilot: You may either Hire a Citizen from the Citizen line (paying the Gold cost listed below the Citizen card) or gain 1 Wild Resource from the supply.

You must move your Margrave to any Location. The Location does not need to be one movement step away. Remember: when you move your Margrave into a Location, you activate the Location Power or gain 2 Gold.

Rogue: Gain 2 Strength and 2 Gold from the supply.

All players may pay 1 Strength to gain 2 Gold.

You may either Slay a Monster that is adjacent to your Margrave's current Location or gain 2 Gold.

Credits

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