

I ~ Era I ~

SETTLEMENT

4 



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II ~ Era II ~

HUNGER

7 



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~ Era III ~

EXPANSION

5 



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III ~ Era IV ~

TRADE

6 



 × 


~ Era V ~


PEACE

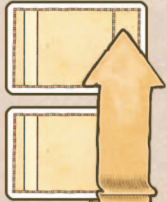
7 





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 Get citizens


 Ascend era


 Unlock base place tile




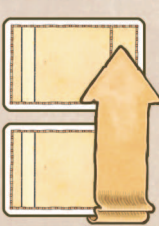
 Get citizens


 Ascend era


 Unlock base place tile




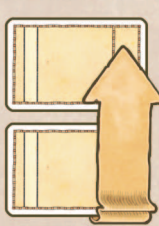
 Get citizens


 Ascend era

 Unlock base place tile



 Get citizens

 Ascend era


 Unlock base place tile

HARVEST



Pay 1 food item (bread, grain, fish, cheese or wine) and remove it from the game.
If you cannot pay, you must undergo torture.

SUPPORT




You may acquire a scholar by paying 2 coins.

SUCCESS



Either advance 1 space or take 1 coin from the supply for each area you control.

TAXES



Pay 1 coin tax.
If you cannot pay, you must undergo torture.

BARTER TRADE



You may exchange one tile of your own goods for any other goods tile from the market.

WAGES



Take either 1 bread or 1 wood from the market.

100 YEAR HARVEST



This round, each goods tile you receive from the „Terrain“ action or buy from the market is doubled.

PEASANT REVOLT



This round, farmers can replace all followers except monks.

AMNESTY

This round, you may place every follower you get by an action on an action space or on the village green right away. If you activate an action by this, you may use it this round already.

STORM

TERRAIN

This round, the action **TERRAIN** is prohibited. Place your X tile on the corresponding action.

WEDDING

Take 2 additional follower tiles from the bag and place them on your village green.

HARVEST

Pay 1 food item (bread, grain, fish, cheese or wine) and remove it from the game. If you cannot pay, you must undergo torture.

MARKET DAY

This round, you may buy goods on the market for 1 coin less. However, the rules for trading still apply, i.e. 1 goods tile may be traded per village.

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PLAGUE

You lose one follower. Draw a follower tile from your bag and return it back in the market.

INVENTION

You may buy 1 technology tile for 3 coins.

BRIBERY

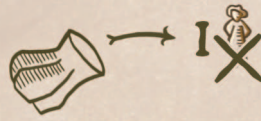
You may buy 1 citizen for 4 coins.

FREEMASTER



Return 1 technology tile to the market, if you have one. If you don't have any, nothing happens.

PLAGUE



You lose one follower. Draw a follower tile from your bag and return it back in the market.

NO NEW COUNTRY

TERRITORY



This round, the action **TERRITORY** is prohibited. Place your X tile on the corresponding action.

SABOTAGE



This round, actions with technology tiles are prohibited.

TRADING DAY



Receive 1 coin for each village you control (including your starting village).

INTERCESSION



For each monk on the village green you get 3 coins.

CONVOCAATION



This round, knights may not be used for actions unless they have already been placed on action spaces. Knights drawn from the bag remain on the village green.

PAYDAY




Pay 1 coin tax per 3 goods you have. If you cannot pay, you must undergo torture.

FIRE!!




Immediately remove 1 fortress (from an area you control or from your supply). The fortress is removed from the game. This event is executed instantly (not in phase 5).

TAX COLLECTION



Pay 5 coins tax. If you cannot pay, you must undergo torture.

RURAL EXODUS




You lose 1 area. You choose which one. The settler on it returns to your supply.

KNIGHT GAMES



This round, knights can replace all followers except monks. However, they may not attack. Conquest is not allowed.

HEAD TAX



Pay 2 coins of tax for each follower on your board (on action spaces or on the village green). If you cannot pay, you must undergo torture.

PILGRIMS DAY



You may exchange a monk who is on your village green for a citizen.

HARVEST



Pay 1 food item (bread, grain, fish, cheese or wine) and remove it from the game. If you cannot pay, you must undergo torture.

NO NEW COUNTRY

TERRITORY



This round, the action **TERRITORY** is prohibited. Place your X tile on the corresponding action.