

<p><b>General Actions</b> Accuse or Buy Information For a Trio per Identity *Doubt* &gt;=50% of Active players</p> <p><b>The Monk (Mönch)</b> 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of Judge for a fee</p> <p><b>The Merchant (Händler)</b> 1 Gold or Trade X Supply for X other Supply With player or Bank (no breaking Trios)</p> <p><b>The Thief (Dieb)</b> Take Supply 1-2 Supply from a player (can break Trios)</p>	<p><b>The Baron (Baron)</b> 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action</p> <p><b>The Judge (Richter)</b> 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to Baron (No Trios)</p> <p><b>The Magician (Magier)</b> Cast Spell All extra Supply (not Trios) of a player go to you *Immunity* No effect from Collect, Spell, Trade, Tax, or Penalty</p> <p><b>The Farmer (Bauer)</b> 2 Grain</p>	<p>10</p> <p></p> <p></p> <p></p> <p>5</p> <p></p> <p></p> <p></p> <p>0</p>	<p><b>General Actions</b> Accuse or Buy Information For a Trio per Identity *Doubt* &gt;=50% of Active players</p> <p><b>The Monk (Mönch)</b> 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of Judge for a fee</p> <p><b>The Merchant (Händler)</b> 1 Gold or Trade X Supply for X other Supply With player or Bank (no breaking Trios)</p> <p><b>The Thief (Dieb)</b> Take Supply 1-2 Supply from a player (can break Trios)</p>	<p><b>The Baron (Baron)</b> 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action</p> <p><b>The Judge (Richter)</b> 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to Baron (No Trios)</p> <p><b>The Magician (Magier)</b> Cast Spell All extra Supply (not Trios) of a player go to you *Immunity* No effect from Collect, Spell, Trade, Tax, or Penalty</p> <p><b>The Farmer (Bauer)</b> 2 Grain</p>	<p>10</p> <p></p> <p></p> <p></p> <p>5</p> <p></p> <p></p> <p></p> <p>0</p>
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