<b>General Actions</b>	The Baron (Baron)		General Actions	The Baron (Baron)
Accuse or	2 Gold or Tax		Accuse or	2 Gold or Tax
<b>Buy Information</b>	Name a Supply. Each	(10)	Buy Information	Name a Supply. Each
For a Trio per Identity		$\rightarrow$	For a Trio per Identity	Player gives you one.
*Doubt*	(Not Trios)		*Doubt*	(Not Trios)
>=50% of Active	*Make Illegal*		>=50% of Active	*Make Illegal*
players	another action		players	another action
The Monk (Mönch)	The Judge (Richter)		The Monk (Mönch)	The Judge (Richter)
2 Wine or Collect	1 Wine or 1 Grain		2 Wine or Collect	1 Wine or 1 Grain
one Supply from each			one Supply from each	*Penalty*
(not Trios)	Fine illegal action for		(not Trios)	Fine illegal action for
*Give Reprieve*	1-2 Supply of any one		*Give Reprieve*	1-2 Supply of any one
from Penalty of	type. If 2, one goes to	> <u>-</u>	from Penalty of	type. If 2, one goes to
Judge for a fee	Baron	(5)		Baron
		$\rightarrow$	Judge for a fee <b>The Merchant</b>	
The Merchant	(No Trios)			(No Trios)
(Händler)	The Magician	$\searrow$	(Händler)	The Magician
1 Gold or Trade	(Magier)		1 Gold or Trade	(Magier)
X Supply for X other	Cast Spell		X Supply for X other	Cast Spell
Supply	All extra Supply (not		Supply	All extra Supply (not
With player or Bank	Trios) of a player go to		With player or Bank	Trios) of a player go to
(no breaking Trios)	you		(no breaking Trios)	you
The Thief (Dieb)	*Immunity* No effect		The Thief (Dieb)	*Immunity* No effect
Take Supply	from Collect, Spell,		Take Supply	from Collect, Spell,
1-2 Supply from a	Trade, Tax, or Penalty	$\begin{pmatrix} 0 \end{pmatrix}$	1-2 Supply from a	Trade, Tax, or Penalty
player	The Farmer (Bauer)		player	The Farmer (Bauer)
(can break Trios)	2 Grain		(can break Trios)	2 Grain
(can break 11105)	~ Gram		(can break 11105)	
General Actions	The Baron (Baron)		General Actions	The Baron (Baron)
General Actions Accuse or	<b>The Baron (Baron)</b> 2 Gold or Tax	(10)	General Actions Accuse or	<b>The Baron (Baron)</b> 2 Gold or Tax
General Actions Accuse or Buy Information	The Baron (Baron) 2 Gold or Tax Name a Supply. Each	10	General Actions Accuse or Buy Information	The Baron (Baron) 2 Gold or Tax Name a Supply. Each
General Actions Accuse or Buy Information For a Trio per Identity	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one.	10	General Actions Accuse or Buy Information For a Trio per Identity	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one.
General Actions Accuse or Buy Information For a Trio per Identity *Doubt*	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios)	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt*	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios)
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal*	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal*
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch)	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter)	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch)	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter)
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty*	10	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty*
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios)	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for		General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios)	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve*	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one		General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve*	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to	5	General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to
General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of Judge for a fee	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to Baron		General Actions Accuse or Buy Information For a Trio per Identity *Doubt* >=50% of Active players The Monk (Mönch) 2 Wine or Collect one Supply from each (not Trios) *Give Reprieve* from Penalty of Judge for a fee	The Baron (Baron) 2 Gold or Tax Name a Supply. Each Player gives you one. (Not Trios) *Make Illegal* another action The Judge (Richter) 1 Wine or 1 Grain *Penalty* Fine illegal action for 1-2 Supply of any one type. If 2, one goes to Baron
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