

Veto

You may close any field for this round except field 4 (the Black Knight). Cards which refer to the closed field can still be used.

Must be played at the start of a round, with normal card play.

Robber Knight

You may force one player to discard a tower or wall (your choice). The discarded piece is returned to the available pool.

Must be played at the start of a round, with normal card play.

Hidden Treasure

You have found a hidden treasure! Take five coins from the bag.

Must be played at the start of a round, with normal card play.

Building Monopoly

You may take one wall or one tower piece. Whichever you take, that field is closed for the rest of this turn.

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Smuggler

You slip by the customs patrol: take all the single-ducat coins from field 6.

Must be played at the start of a round, with normal card play.

Tax Leavings

The Tax-Gatherer is sloppy today! Take all the one-ducat coins from field 5.

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Soldier of Fortune

You are protected from the **Robber Knight** card - place both cards in the discard pile.

*May be played when attacked by the **Robber Knight** card.*

Gift

You may give one other player as many of your coins as you wish.

May be played anytime, even between the collection of too many coins and the fine for such an infraction.

Royal Permit

You may reclaim your Black Knight card from the Dungeon without paying the fine.

May be played at any time, but if you play it after others have chosen their cards for the turn (but not after choices are revealed), they may change their selections.

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Haggler

If you are in a negotiation to be the Black Knight, you win any tie bids.

May be played during negotiations for the Black Knight. It may be played on another player (if you are not involved in the negotiation), in exchange for a promise not to attack you this turn. Such a promise is not binding, alas.

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