

New Module: Alternate Advisor Rewards

This module offers advisor tiles, which add a new twist to the game by changing advisor's rewards for advisors #1–16.

Setup

At the end of setup, before starting the game, shuffle the advisor tiles and place them facedown near the board.

During the Game

At the start of each productive season, the first player in turn order draws one tile, reveals it, and places it on the matching advisor. For the rest of the game, this advisor provides the effect shown on the tile instead.

The rewards of each alternate advisor are explained here:



1 Jester

Gain the rewards from the advisor with the next lowest rank who has not been influenced this season.



2 Squire

Gain 2 "+2" tokens or spend 1 "+2" token to gain 1 gold and recruit 1 soldier.



3 Architect

Gain 1 good, chosen by the player on your left.



4 Merchant

Gain 1 good of your choice from this tile. When this tile is first placed on the board and whenever there are no goods on it, place 1 gold, 1 wood, and 1 stone from the supply onto this tile.

If multiple players influence this advisor during the same season (for example, by using the king's envoy), they gain this advisor's reward in turn order.



5 Sergeant

Gain the good on this tile.

When this tile is first placed on the board and whenever there are no goods on it, roll a die. On a 1–2, place 1 gold; on a 3–4, place 1 wood; and on a 5–6, place 1 stone on this tile.

If multiple players influence this advisor during the same season (for example, by using the king's envoy), they each gain 1 good of the same type as the good on this tile, taken from the supply. Then return the good on this tile to the supply, and replace it by rolling a die.



6 Alchemist

Spend 1 good of your choice to recruit 1 soldier and gain 1 VP or spend 1 VP to gain 1 good of your choice and recruit 1 soldier or spend 1 soldier to gain 1 good of your choice and gain 1 VP.

You can spend 1 VP even if you have zero or negative VP by moving your token back on the score track (e.g., from space "0" to space "59").



7 Astronomer

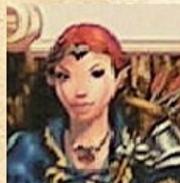
Choose an opponent; he gains 1 good of his choice, then you gain 2 goods of the same type.



8 Treasurer

Gain 1 good, chosen by the player on your left. Then gain 1 good, chosen by the player on your right.

In a 2-player game, your opponent chooses both goods.



9 Master Hunter

Choose two different rewards from among these:

- Gain 1 gold
- Gain 1 wood
- Gain 1 VP
- Recruit 1 soldier and gain 1 "+2" token



10 General

Gain 2 gold or 2 wood or 2 stone.



11 Swordsmitth

Gain 1 stone and recruit 1 soldier and gain 1 VP.

If you are the player with the fewest goods (or tied for fewest), you may choose not to recruit the soldier or gain the VP (but not both) to gain a second stone.

If you are the player with the fewest soldiers (or tied for fewest), you may choose not to gain the stone or gain the VP (but not both) to recruit a second soldier.

If you are the player with the fewest VP (or tied for fewest), you may choose not to gain the stone or recruit the soldier (but not both) to gain a second VP.

If you qualify for more than one of these options, you can choose only one. For example, if you have the fewest VP, you cannot give up both the stone and the soldier in order to gain 3 VP.



12 Duchess

Gain 3 gold and each other player gains 1 VP or gain 3 VP and each other player gains 1 gold.



13 Champion

Gain 1 good of your choice and 1 "+2" token and 1 VP and recruit 1 soldier and secretly look at the top card of the enemy deck.



14 Smuggler

Choose an opponent, who chooses 1 reward from among these:

- Gain 1 gold
- Gain 1 wood
- Gain 1 stone
- Gain 1 "+2" token
- Recruit 1 soldier

Then you gain the other 4 rewards not chosen by the opponent.



15 Inventor

Gain 2 gold, 2 wood, and 2 stone. Keep 4 of these goods and give the other 2 goods to your opponents. Split these 2 goods as you choose (giving both to the same opponent, or giving 1 to 2 opponents). In a 2-player game, give both goods to your opponent.



16 Wizard

Gain 5 VP.

Inverted Order Variant

After you have used the standard rules for this module, you can try this variant:

At the end of setup, place all of the advisor tiles on the matching advisors. At the end of each productive season, remove the advisor tile from the advisor of highest rank who was influenced this season. If no advisor with an advisor tile was influenced this season, instead return the advisor tile of lowest rank still in play to the box.