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# FEUDUM

ALTER EGO

A CLEVER & CUSTOMIZABLE DECK EXPANSION

Heavens to Betsy! Or is it Betty?  
Just when you think you know the  
locals, their moods get all

mishmashed and it's hard to  
predict what they're going to do  
next. You'd better watch your back!

## THE BITS



1 Flying Epoch  
Marker



36 Action Cards  
(6 alternates per player)



3 Rulebooks  
(German, French and English)

## SETUP

1. Set up the base game as usual
2. Replace the epoch marker with the **flying epoch marker**
3. Select up to 6 **alternate action cards** and remove their counterpart cards from the game



# PLAYING THE EXPANSION

This expansion lets you swap up to 6 of your action cards before the game begins with alternate cards featuring new special abilities. The regular action at the top of each card is the same as before.

## Migrate: "Status Quo"

If you have an **Alchemist** pawn in play, any new pawn that migrates and merits immediate guild status, need only tie an opponent in status to surpass him on the guild track.



## Move: "Free Ferryboat"

If you have a **Monk** pawn in play, he may ride ferryboats for free provided they are open.



## Tax: "Powder Keg"

If you have a **Knight** pawn in play, you may add 2 influence markers to your row at the knight guild during a tax action.



## Harvest: "Bountiful Harvest"

If you have a **Farmer** pawn in play, you may add +2 goods to your harvest draw for each harvest.



## Influence: "Lone Serf"

If you have a **Merchant** pawn in play, you may add a serf to a location during the influence action, even if there is no ruler. Adding a second marker would still promote you to ruler, as usual.



## Conquer: "Peasant Plunder"

If you have a **Noble** pawn in play, you may steal up to 2 goods atop a serf's landscape. This is considered a conquer action and lets you move 1 of your player discs onto the military service track. **Note:** "Royal Immunity" still thwarts this action.



## THE FABLE CONTINUES...

When brother Justinius happened upon a wrecked ship bearing the royal crest, the monk squeezed into the cabin and found a journal filled with notes written by the queen's own hand! To his horror, the book detailed her failed attempt at using Lord Arthur's alchemy to imprison her husband in a golden tomb. With great haste, the monk sought counsel with the earl of alchemy and Sir Marcus, the knight. As they conferred, they learned that



the queen had demanded the behemoth's head. "We must expose her treachery and save the king by nightfall," said the monk. At this, the earl led them to his latest invention: a sky vessel propelled by wind and hoisted by hot air. As they boarded the contraption, the monk clutched the earl's cat, **Norrin** and nervously uttered, "Godspeed to us all."

...The end?