

## New Craftsmen

### A Pillars of the Earth Add-On:

Here are six new craftsmen you can add to your *Pillars of the Earth* games! They are compatible with both the basic game and the expansion.

These craftsmen are mixed together with the ones in the basic game (and the expansion if you are using it). But the number of craftsmen available is not increased.

In 2-4 player games, only four craftsmen are available each round, as normal (two on the spaces in Shiring, and two below the board with the resource cards).

In 5 or 6 player games, there are five craftsmen each round (three below the board).

Before the game begins, randomly remove one craftsman from each round, and return them unseen to the box.

Although some of the new cards do not actually depict craftsmen, they are treated the same in all ways. So, they are used during Step 13: Building the Cathedral, at the end of each round.

### The New Craftsmen in Detail

#### Beggar (Bettler)—Round 1

Cost: 0

At the end of the round, the Beggar may take any **one** resource from the **Kingsbridge Resource Market**. The resource chosen must be from those still available on the board (after all market activities).

Capacity: None

#### Day Laborer (Tagelöhner)—Round 2

Cost: 1

The Day Laborer can transform any **one** resource (stone, wood, or sand) into **one** victory point.

Capacity: 1

#### Tinsmith (Zinngießer)—Round 3

Cost: 2

The Tinsmith can transform **one** metal into **two** victory points.

Capacity: 2

#### Goldsmith (Goldschmied)—Round 4

Cost: 3

The Goldsmith transforms **three** gold into **one** victory point.

Capacity: 4

#### Market Warden (Marktwart)—Round 5

Cost: 4

The Market Warden awards **one** victory point for **each** Master Builder pawn placed in the **Kingsbridge Resource Market** during the round. This bonus also applies to your own Master Builder pawns.

When the Market Warden is in play, the Master Builder pawns placed in the market must remain until the end of the round so the correct number of victory points can be awarded. Return them to the bag after Step 13.

Capacity: None

#### Gardener (Gartenbauer)—Round 6

Cost: 5

The Gardener can transform one each of stone, wood, **and** sand into **five** victory points.

Capacity: 1

**Note:** *Craftsmen who have no capacity (the Beggar and Market Warden) cannot receive any benefit from the Expansion cards “Assistant” (Gehilfe) or “Inspiration of St. Denis.”*