

The Earl who called the Conclave is again the last to be able to Challenge.

Challenging is risky. If you Challenge the veracity of another Earl's declaration, that Earl must **reveal** their 3 card Conclave hand to the table. If you were right, and they were **lying** about their hand, they are out of the Conclave, and their hand is discarded. But if they were telling the **truth**, you are out of the Conclave, and your hand is discarded (but not revealed).

Once all Challenges are done you know who has won the Conclave. Of the **remaining** Earls in the Conclave the one with the highest declared hand wins the Conclave!

All cards are shuffled back into the Joust deck, without revealing any unchallenged hands. Only the declaration matters.

A case of tied hand declarations, at the end of the Conclave, is resolved like a tied Joust. With a single Joust deck card dealt face-up to each tied Earl, with the high card winning. Repeat, with a new single card draw, if any Earls remain tied.

Conclave Rewards

Simply for completing a Conclave, staying in until the end, each Earl can immediately **draw** 1 card from their Earl deck when the Conclave is resolved. Earls do **not** have to draw this free card from their Earl deck.

If an Earl has been removed from the Conclave, either by failing a Challenge or by being caught lying, they do **not** get to draw this free Earl deck card.

The Earl who **wins** the conclave not only gets to draw 1 card from their Earl deck but can also go to their oak tray and draw 1 card, left behind in their

full Earl card set, into their hand. Thus the winner of a Conclave can pull 2 cards into their hand; 1 from their deck, 1 from their tray.

Gameplay Notes:

An Earl can guarantee that they walk away from this gathering of nobles with an extra card from their Earl deck simply by telling the truth. Even if you are Challenged you cannot lose if you were honest! And if do not Challenge another Earl's declaration you cannot remove yourself.

However, the temptation to outmaneuver other Earls, or to naturally distrust them, are powerful motivations.

You may find that it is pleasant to share a jug of mead with your rivals, but do you really want them to walk away with more spoils from the party? No... that is not what makes a great Earl. You did not become a feudal leader by letting others trick you.

Unchallenged hands are never revealed, even in Conclave resolution, so you might never know if another Earl has pulled the wool over your eyes!

Tactically, a player lacking a Banquet card may call Conclaves simply to draw an extra card, faster than they otherwise would. As with Jousts, an Earl whose bid for the Kingdom is weakening may also call a Conclave in a bid for good luck. Finally, Earls who simply enjoy outfoxing other great nobles may call Conclaves, and rely on their poker faces to win an almost spiritual victory over their peers.

In a world where honor and duty are held in high esteem... is there any honor among the great and good when they face each other across the banqueting table? Perhaps :)

