

# King, Robber Baron, Landlord, Friar: A Carcassonne Variant

Using the **King and Bandit** tiles (from King and Scout) and the **Labourer and Mendicant** tiles, and various BGG discussions, this should be a playable variant using these tiles or some cards specially made up for play. Using these four tiles encourages the finishing of other player's features since the tiles are awarded to players who complete features whether or not they are the ones who score on them, and the building of larger cities and longer roads. These tiles will probably change hands frequently – spreading their points among the players.

**The King tile is held by the player who has currently "completed" - not "scored" –the largest city.** The **King** Tile will change hands whenever a larger city is scored by someone else. The **King** scores a single point each time whenever any additional cities are scored by any player. This might even make players think twice about scoring football cities as they score points for the **King** as well. For the **King**, it is the tribute expected of loyal subjects. At the end of the game, the final holder of the **King** tile scores 10 points.

**The Robber Baron is held by the player who has currently "completed" –not "scored"– the longest road.** It will change hands when a longer road is scored by someone else. The **Robber Baron** scores a single point each time whenever any additional roads are scored by any player. For the **Robber Baron**, it is his portion of "the take." At the end of the game, the final holder of the **Robber Baron** tile scores 10 points.

\*\* The size of the current largest city and longest road can be tracked with a couple of markers (coins) on the scoring track, advancing them as larger features are scored.

**The Landlord tile belongs to whoever currently has the most farmers on the board –** The **Landlord** scores 1 point for its holder each time a farmer or pig is added to the board by any player. (A possible variation might be to take that point from the player who places a meeple farmer or pig as payment of rent.) At the end of the game, the final holder of the **Landlord** card scores one point for every farmer and pig on the board, regardless of color.

Another variation for the **Landlord** card could involve scoring additional points for the **Landlord** whenever anyone "completes a settled field." Completed farms must be completely enclosed by a border of roads, city walls, and river banks, and "settled" (i.e. occupied by someone's meeple). The **Landlord** would score 2 points for every farmyard (the small little houses pictured on the tiles, including any located at crossroads within that farm's boundaries. While this would not happen very often, it adds some more possibilities to a sharp eyed **landlord**.)

**The Friar tile is held by the player who "completed" the most recent cloister (i.e. places the 9th tile which completed the cloister) regardless of who scored.** As a result, the **Friar** tile will change hands frequently. It scores one point ("for the true God") but only when someone else scores that cloister. However if the holder of the **Friar** completes another cloister while already holding the **Friar**, the **Friar** scores an additional three points ("for the Trinity") which are added to the nine points he received for scoring the cloister - thus scoring 12 ("for the twelve apostles.") This probably won't happen often. It represents the patronage of the church by a zealous follower. The final holder of the **Friar** scores 10 at the end of the game.

The tiles from King and Scout and Labourer/ Mendicant could be used or - or tiles or cards could be made with a "crown" (for the **King**), "a bag of loot" (for the Robber Baron), "a sheaf of grain" (for the **Landlord**) and "the head of a bishop's crook", or "a celtic cross" (for the **Friar**).

This variant is not too complicated, and should be easy to add into Carcassonne play - and along with trade goods, add incentive to finishing other players' features. Of course it would be the responsibility of the King, Robber, etc., to pay attention and make sure they get their points scored when others are scoring features. If playing with a hand of three tiles, or with the Dragon or Tower expansions, it adds more interesting strategic dimensions as players scheme for ways to be the final holders of one or more of these tiles. The final points are more in line with the trade goods bonuses, than the excessive points of the original King and Bandit which scored on total numbers of cities or roads.

