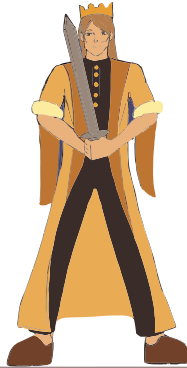


# King



Wins if alive.

Once per game you may 'Peek' at a players  
role OR 'Move' a Delegate between Courts



HP

# Traitor



-2 HP to king, if alive.

Once per game you may 'Peek' at a players  
role OR 'Move' a Delegate between Courts



HP

# Loyalist



+2 HP to king, if alive.

Once per game you may 'Peek' at a players  
role OR 'Move' a Delegate between Courts



HP

# Traitor

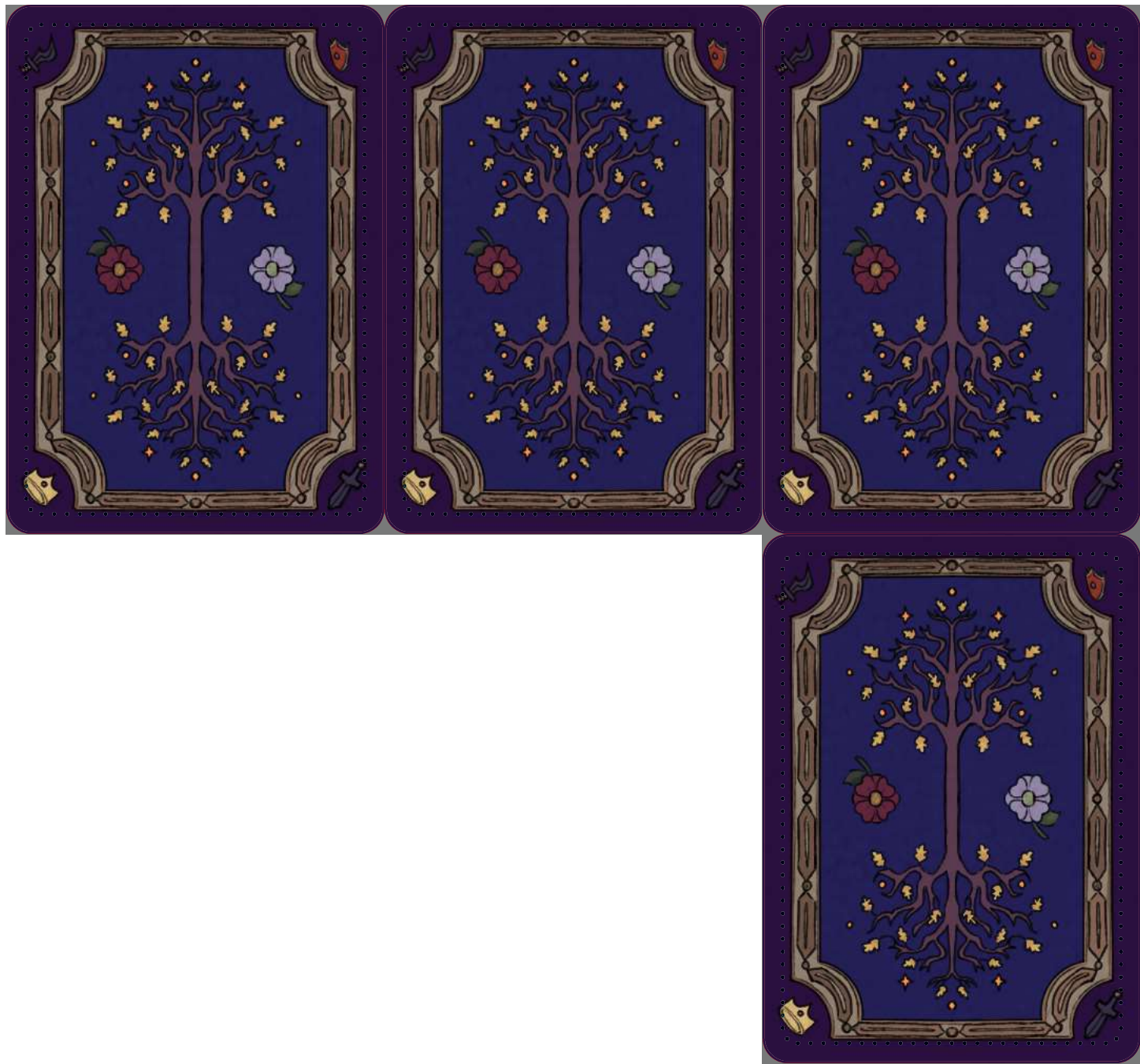


-2 HP to king, if alive.

Once per game you may 'Peek' at a players  
role OR 'Move' a Delegate between Courts



HP



# POISONER



-1 HP

# ASSASSIN



-2 HP

1 extra damage with a Poisoner

# DOCTOR



+1 HP

Destroys one Poisoner

# POISONER



-1 HP

# ASSASSIN



-2 HP

1 extra damage with a Poisoner

# DOCTOR



+1 HP

Destroys one Poisoner



# KNIGHT



**+1 HP**

Destroys one Saboteur

# BODYDOUBLE



**+2 HP**

Destroys one Assassin

# SABOTEUR



**-3 HP**

1 extra damage with a Poisoner

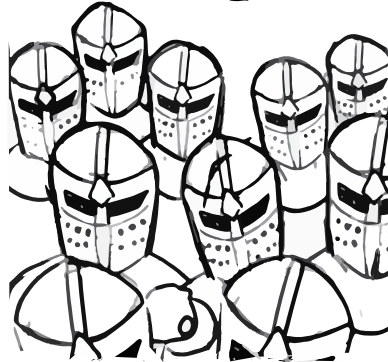
# KNIGHT



**+1 HP**

Destroys one Saboteur

# LEGION



**+3 HP**

Destroys one Assassin

# SABOTEUR



**-3 HP**

1 extra damage with a Poisoner

