



King

nobility 

Ability: When sitting at a table you may choose a family. They cannot leave this table until you or someone else leaves the table. If you choose **nobility**, you are free to move.

Win: At most 1 **commoner** in the Castle



Queen

nobility 

Ability: When you leave a table, you may choose a player. They must follow you and cannot leave until you or someone else leaves this new Table.

Win: Sit at the Castle without the **King** or in the Village with the **Priest**



Spinster

commoners 

Ability: When you leave the Forest, point a player, they have to reveal their role after you leave.

Win: Guess every other player's roles at your Table. If all guesses are true their win condition is reversed.



Bishop

clergy 

Ability: When a player leaves your Table, guess the family of a player at your Table. If your guess is true, they have to leave.

Win: Sit with no **noble**



Thief

commoners 

Ability: If you sit with only 1 other player, you can swap Roles with them. This ability fails if they do not have their card.

Win: Make every other player in the Village lose



Priest

clergy 

Ability: If you sit with only 1 other player, you can see their Roles. This ability fails if they do not have their card.

Win: At most 1 person in the Forest.



Farmer

commoners 

Ability: You are protected from other player's abilities.

Win: Sit with at least two **clergy**



Innkeeper

Commoners 

Ability: When you enter the Village you may declare that you are the **Innkeeper**. If so, nobody can leave until someone else enters or you leave.

Win: Sit with at least two **nobles**.



Nun

clergy 

Ability: If you sit with only 1 other player you can give them your card. They are protected from other player's abilities. They cannot give your card to another person and must give it back if you ask to.

Win: At least 3 **commoners** win.



Baron

nobility 

Ability: When a player at your Table shows their card, if there are at least 2 other players at the table, you can block their ability and steal their card. They keep their Role, but lose their ability, and can reclaim their card if they sit with you only.

Win: You win if you have at least 3 other cards at the end.

Sit or Switch You can quit your **Table** if its timer is running. You can freely join any **Table** (unless specified otherwise). You must always sit at a **Table**.

Be Public One **Table** = one conversation. No secrets. You can show your card at any time to everyone at your **Table**.

Use your Ability You have to show your card to use your ability.

One Ability at a Time If somebody has activated their ability and it is mechanically valid, you have to wait for their ability to be resolved, before moving or using yours.

Watch the Timer When your **Table's** time is up, don't move, don't use your ability. Wait for the other table's timer to end.

End When all timers are over. Wait for the **Spinster** to guess. If you sit at the **Spinster's** table your win condition might be reversed. Then reveal your **Role** and check with all players who won. In order:

- 1) Spinster
- 2) Queen/Baron
- 3) King/Bishop/Farmer/Priest/Innkeeper
- 4) Nun
- 5) Thief