



Jester

0

Priest

2

Cardinal

2

Count

5

Choose another player and give them a jester token. If they win this round you gain an affection token.

Look at another player's hand.

Choose two players. They must trade hands. Look at one of their hands.

If this card is in your discard pile at the end of the round, add one to the number of the card in your hand. Resolve ties normally.



5

Count

0

Assassin

2

Priest

2

Cardinal

2



If you have this card in your hand when another player chooses you as part of a guards effect they are knock out of the round and you aren't. Discard this card and draw a new card.



2

Priest

2

Cardinal

2



If this card is in your discard pile at the end of the round, add one to the number of the card in your hand. Resolve ties normally.



1

Guard

Choose another player and name a number other than one. If their card is that number they are knocked out of the round.

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Choose one or two players. Look

at their hands.

Choose another player and
secretly compare hands.

Player with the lower number
is out of the round.

You cannot be chosen as part of the
effects of another player's cards
until the start of your next turn.

Choose any player. If the next card
played has an effect that requires one or
more players to be chosen they must be
one of them.



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at their hands.

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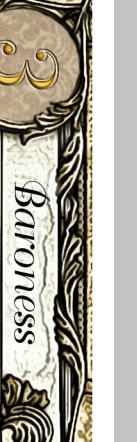
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Choose any player. They must discard their hand and draw a new card.

If this card is in your discard pile when you were knocked out of the round, gain an affection token.

Choose another player and secretly compare hands. The player with the higher number is out of the round.

Choose another player and name a number other than one. If their card is that number, gain an affection token. They may discard their card and draw a new one. At the end of the round the princess beats this card.

Choose any player. They must discard their hand and draw a new card.

Choose another player and trade hands with them.

If you have this card and the King or Prince is in your hand you must discard this card.

If you discard this card, you are immediately knocked out of the round.

