

1 Assassin Assassin Choose another character to murder. When called, that player does nothing and misses a turn.	2 Thief Voleur Choose a character to steal from. When they start their turn, take all of that player's money.
3 Magician Magicien Either swap your hand of cards with another player's or discard any cards and draw that many.	4 King Roi Gain income from noble (yellow) districts. Take the crown (after the round if you were murdered).
5 Bishop Évêque Gain income from religious (blue) districts. Your districts cannot be destroyed by the warlord.	6 Merchant Marchand Gain income from trade (green) districts. Gain 1 extra gold at the start of your turn.
7 Architect Architecte After step 1 of your turn, draw and keep 2 district cards. You may build 3 districts this turn.	8 Warlord Condottiere Gain income from military (red) districts. After your turn, you may destroy 1 district (pay its cost-1).

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Each Round - The character cards are shuffled and some are removed. - Starting with the crowned player, each player secretly chooses a character and passes the character cards on. - The crowned player calls the characters in order. That player shows their card and takes their turn (unless murdered).
Each Turn 1. Gain 2 gold or look at 2 district cards, keep 1, discard the other. 2. You may build a district card from your hand, paying its cost. - You may use character abilities at any point during your turn. - Income characters gain 1 gold per district of the matching color. Use at any point during your turn, once per turn.
Game End The game ends after the round in which any player completed their city (built their 8 th district). The warlord cannot destroy districts in a completed city. Add up the value of all your districts. If you completed your city, +2 points (+4 instead if you were the first). If your city contains at least one district of each of the five colors, +3 points.

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Keep The Keep cannot be destroyed by the warlord.	Donjon	Library If you choose district cards at the start of your turn, keep 2.	Bibliothèque
Graveyard Pay 1 gold to take a destroyed district into your hand (unless you are the warlord).	Cimetière	Observatory If you choose district cards at the start of your turn, draw 3 (keep 1 as usual, or 2 with Library).	Observatoire
Haunted City For victory points, the Haunted City may be any color (unless you built it on the last turn).	Cours des Miracles	Dragon Gate Costs 6 gold to build, but is worth 8 victory points.	Dracoport
School of Magic For gaining income, the School of Magic may be any color.	École de Magie	Smithy Once per turn, pay 3 gold to draw 2 district cards.	Forge
Laboratory Once per turn, discard a district card to gain 1 gold.	Laboratoire	Great Wall The warlord pays 1 extra gold to destroy your districts.	Grande Muraille
Imperial Treasury At the end of the game, score 1 victory point for each 1 gold you have.	Trésor Impérial	Map Room At the end of the game, score 1 victory point for each card in your hand.	Salle des Cartes

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