Princess	Bishop	Prophet
4	**2**	**1**
Nobility Royalty	Nobility Religion	Military Religion

Duke	
3	
Military Nobility	

Oracle

Action

Draw two cards. Then discard a card from your hand.

0

Assassination

Action

Replace a character with a random unused character. The new character uses the same color as the removed character but enters with zero votes.

-1

Virtue

Action

Reveal face-down cards on a character until a negative one is found. Discard that card.

+1

Spy

Action

Choose a character and reveal a random one of their face-down support cards.

0

Manipulate

Action

Swap a support token you have with an opponent's.

-1

Misinformation

Action

Move a relationship card clockwise left or right around the outer circle, maintaining its orientation.

0

Lies

Action

Reverse one relationship card.

-1

Defiance

Support

You may play this support card face-up. If you do, discard a card.

0

Defiance

Support

You may play this support card face-up. If you do, discard a card.

0

Military Support

Support

You may play this support card face-up. If you do, draw a card.

Military +2 / 0

Loyalists

Support

You may play this support card face-up. If you do, draw a card.

Royalty +2 / 0

Zealots

Support

You may play this support card face-up. If you do, draw a card.

Religion +2 / 0

Guilds

Support

You may play this support card face-up. If you do, draw a card.

Nobility +2 / 0

Public Support

Support

You may play this support card face-up. If you do, draw a card.

+1

Public Support

Support

You may play this support card face-up. If you do, draw a card.

+1

Public Support

Support

You may play this support card face-up. If you do, draw a card.

+1

Public Support

Support

You may play this support card face-up. If you do, draw a card.

+1

Enthusiastic Support

Support

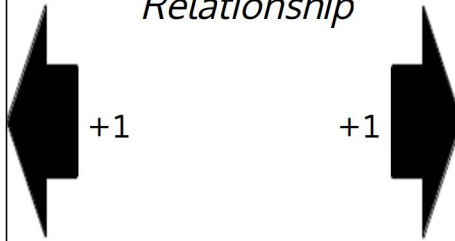You may play this support card face-up. If you do, draw a card.

+2

Enthusiastic Support

Support

You may play this support card face-up. If you do, draw a card.
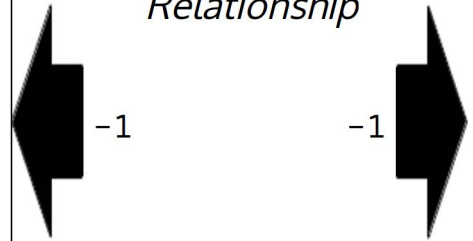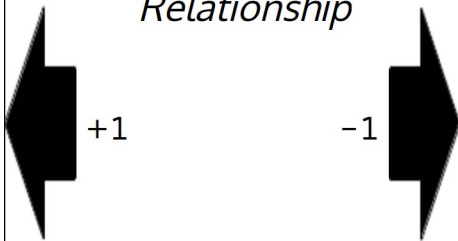
+2

Friendship

Relationship

← +1   +1 →

+1

Feud

Relationship

← −1   −1 →

-1

Advantage

Relationship
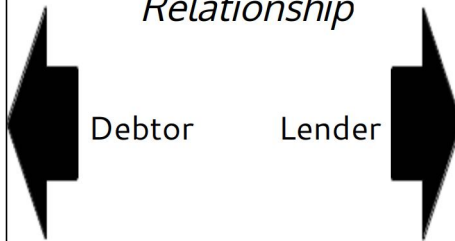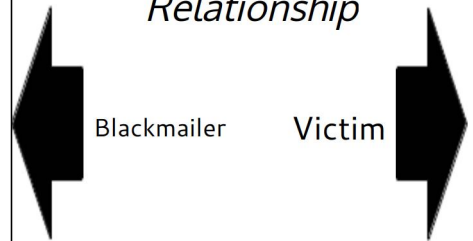
← +1   −1 →

0

Debt

Relationship

← Debtor   Lender →

Before revealing cards at the end of the round, move one randomly from the debtor to the lender.

-1

Blackmail

Relationship

← Blackmailer   Victim →

If the victim wins this round, the blackmailer wins instead.

-1

A	B	C	A	B	C	Character
+3	+1	+3	+1	+3	+1	A

Character	Character
B	C