Thief

Call a character you wish to rob. When the robbed character is revealed, you take all their gold.

Assassin

Call a character you wish to kill. The killed character skips their turn.

Magician

Either exchange hands of cards with another player or discard any number of cards to gain an equal number of cards.

King

Take the crown. Gain 1 gold for each of your Noble districts.
Merchant

Gain 1 extra gold.
Gain 1 gold for each of your trade districts.

Warlord

Destroy 1 district by paying 1 fewer gold than its cost.
Gain 1 gold for each of your military districts.

Bishop

The Warlord cannot use its ability on your districts.
Gain 1 gold for each of your religious districts.

Architect

Gain 2 extra cards.
You can build up to 3 districts.
When a city has 7† districts, the game ends after the current round, and you score points:
• 1 point/gold on your districts.
• 3 points for having at least 1 district of each type.
• 4 points for the first player who completed his city.
• 2 points for any other player who completed his city.
• Any extra points from your unique districts.
† 8 in a 2- or 3-player game.
There are two types of resources: district cards and gold. A player can gain more resources in several ways, such as by gathering resources at the start of their turn or using a character ability that gains resources. When a player draws a district card, they use it to pay for building and add it to their stash; when they gain cards, they draw them from the deck and add them to their hand. If a player assigns gold to districts, they take it from the bank and put it in their own stash of gold, which is not part of a player's stash. When a player gains cards, they draw them from the deck and add them to their hand. Any gold assigned to districts is placed facedown at the bottom of the district deck.

Districts in the city, depending on the number of districts in their city, can provide new resources to the player. There is a table showing the resources provided by districts (2–3 players). When a district is discarded, it is destroyed, and it is placed facedown to the bottom of the district deck. A completed city is destroyed if the city has at least seven districts (4–8 players) or at least eight districts (5–8 players). A player pays gold by returning it to the bank. When a district is discarded, it is destroyed, and it is discarded faceup and facedown.

A player pays gold by returning it to the bank. When a district is discarded, it is destroyed, and it is discarded faceup and facedown.
**On Your Turn**

1) Gather Resources: You must gather resources in 1 of 2 ways:
   - Take 2 gold from the bank.
   - Draw 2 district cards, choose 1 to keep, and place the other at the bottom of the deck.

2) Build: You may build 1 district by paying its cost.

*) Use Character Ability: You may use each of your character's abilities once per turn when specified (or, if no time is specified, at any time).

**District Types**

- Noble
- Religious
- Trade
- Military
- Unique

**Scoring**

When a city has 7 districts, the game ends after the current round, and you score points:
- 1 point/gold on your districts.
- 3 points for having at least 1 district of each type.
- 4 points for the first player who completed his city.
- 2 points for any other player who completed his city.
- Any extra points from your unique districts.

† 8 in a 2- or 3-player game.

† 8 in a 2- or 3-player game.
Any gold assigned to districts is not part of a player's stash. When a player gains cards, they draw them from the deck and add them to their stash; when a player pays gold, they take it from the bank.

Stash: When a district is destroyed, it is discarded faceup to the bottom of the district deck.

Gain: When a player gains cards, they draw them from the deck and add them to their stash; when a player plays for that round, they use the gold assigned to districts and other effects they play for building and other resources for certain types of buildings.

Pay: A player pays gold by returning it to the bank. When a player draws a district card, it is placed facedown at the bottom of the district deck.

Resource: Any gold assigned to districts is not part of a player's stash.

Important: A completed city is destroyed faceup to the bottom of the district deck.

Destroy: When a district is destroyed, it is discarded faceup to the bottom of the district deck.

Important: An important card is destroyed faceup to the bottom of the district deck.

Destroy: When a district is destroyed, it is discarded faceup to the bottom of the district deck.

Important: A character card is destroyed faceup to the bottom of the district deck.

Destroy: When a character ability is used, a character card is destroyed faceup to the bottom of the district deck.

Important: A completed character is destroyed faceup to the bottom of the district deck.

Destroy: When a character is defeated, a character card is destroyed faceup to the bottom of the district deck.

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Once per turn, pay 2 gold to gain 3 cards.

Once per turn, discard 1 card from your hand to gain 2 gold.

For abilities that gain resources for your districts, the School of Magic counts as the district type of your choice.
The rank 8 character cannot use its ability on the Keep.

Keep

At the end of the game, score 2 extra points.

Dragon Gate

At the end of the game, the Haunted Quarter counts as any 1 district type of your choice.

Haunted Quarter

If you choose to draw cards when gathering resources, keep all drawn cards.

Library

At the end of the game, score 1 extra point for each card in your hand.

Map Room

At the end of the game, score 1 extra point for each gold in your stash.

Imperial Treasury

If you have the crown at the end of the game, score 5 extra points.

Statue