

King
Master Tactician

K

Place a card from your hand face down next to your Successor as its Squire.

Flip to **Disgrace** the card on the Throne. You may reveal and take your Successor if it had the same base value as the Throne card. If you do, **Recall** a base Army card, then either take your Squire OR reveal and remove it from the round to Rally. Otherwise, take either your Successor or Squire.

Deception comes easy for those with a mind as sharp as his blade

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True King
Master Tactician

K

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Those who oppose him dance to his unseen band

King
Charismatic Leader

K

Once the game starts, reveal your Successor.

Flip to **Disgrace** the card on the Throne. Take your Successor OR remove your Successor from the round to Rally a card of equal or lower base value.

He leads not by force but by the strength of his vision

King
Charismatic Leader

K

Once the game starts, reveal your Successor.

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King
Charismatic Leader

K

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He leads not by force but by the strength of his vision

True King
Charismatic Leader

K

Once the game starts, reveal your Successor.

Flip to **Disgrace** the card on the Throne. Take your Successor OR remove your Successor from the round to Rally a card of equal or lower base value.

The silver tongue of diplomacy masks his strength

Flag Bearer

1

If there is a Disgraced card in Court, you may Disgrace this card to Recall once, then Rally twice. Reveal Rallied cards, then return one secretly to the Army.

— Every flag a command, every flutter a call to action —

Flag Bearer

1

If there is a Disgraced card in Court, you may Disgrace this card to Recall once, then Rally twice. Reveal Rallied cards, then return one secretly to the Army.

— The symbol of unbroken spirit, the battlefield becomes a tapestry —

Stranger

2

Immune to King's Hand

While in your hand, the Stranger may copy any Reaction card in Court that is not on the Throne. When played, it may copy the ability text and name of any card in Court. Remove copied card from the round.

— ...Who are you? Incomplete and yearning, curious... —

Stranger

2

Immune to King's Hand

While in your hand, the Stranger may copy any Reaction card in Court that is not on the Throne. When played, it may copy the ability text and name of any card in Court. Remove copied card from the round.

— ... Excuse me, this will do, it has to... —

Aegis

3

Immune to King's Hand | Steadfast

You may play this on any card then may Disgrace any card in Court. When your King is flipped, this card loses Steadfast.

— Experience trumps youth in a duel —

Aegis

3

Immune to King's Hand | Steadfast

You may play this on any card then may Disgrace any card in Court. When your King is flipped, this card loses Steadfast.

— Each scar marks a story, each wound a lesson —

Ancestor

4

Immune to King's Hand

You may play this card on any Royalty. If you do, Recall. Then, you may reveal and remove a card from your hand to Rally.

While this card is in Court, Elders gain Steadfast and +3 value.

— A reminder of the importance of the Gerontocracy —

Ancestor

4

Immune to King's Hand

You may play this card on any Royalty. If you do, Recall. Then, you may reveal and remove a card from your hand to Rally.

While this card is in Court, Elders gain Steadfast and +3 value.

— In the face of tyranny, their voice is the last echo of liberty —

Bard

4



Resilient
If played on a card with a base value of 3 or 4, **Recall**. If you do, this card gains +1 value while on the Throne.

Exhaustion fades with inspiration

Bard

4

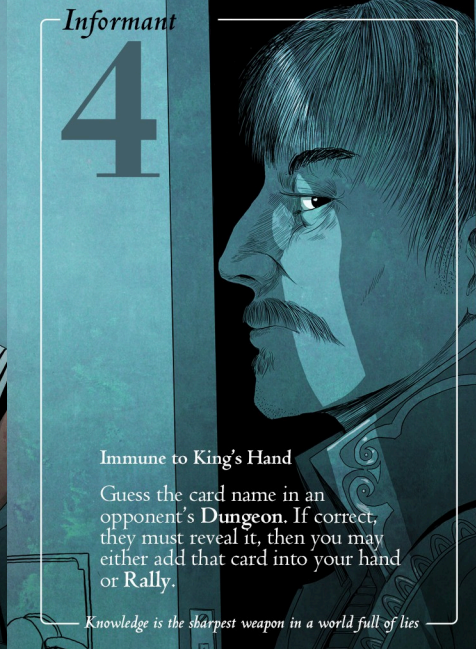


Resilient
If played on a card with a base value of 3 or 4, **Recall**. If you do, this card gains +1 value while on the Throne.

Heartstrings pulled by their entrancing sound

Informant

4



Immune to King's Hand
Guess the card name in an opponent's **Dungeon**. If correct, they must reveal it, then you may either add that card into your hand or Rally.

Knowledge is the sharpest weapon in a world full of lies

Informant

4

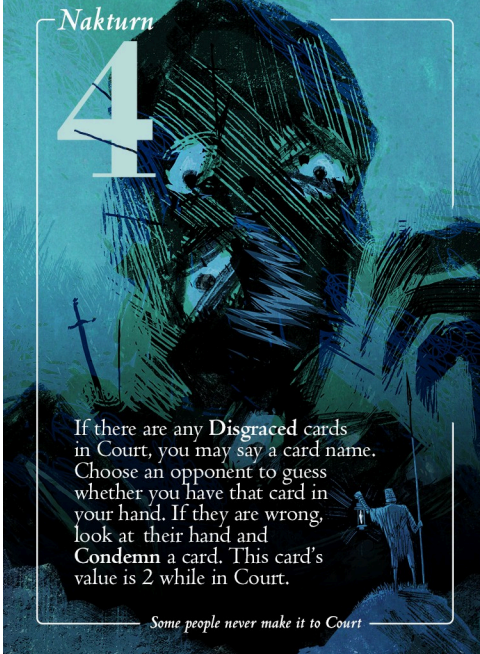


Immune to King's Hand
Guess the card name in an opponent's **Dungeon**. If correct, they must reveal it, then you may either add that card into your hand or Rally.

One person's trash...

Nakturn

4



If there are any **Disgraced** cards in Court, you may say a card name. Choose an opponent to guess whether you have that card in your hand. If they are wrong, look at their hand and **Condemn** a card. This card's value is 2 while in Court.

Some people never make it to Court

Nakturn

4

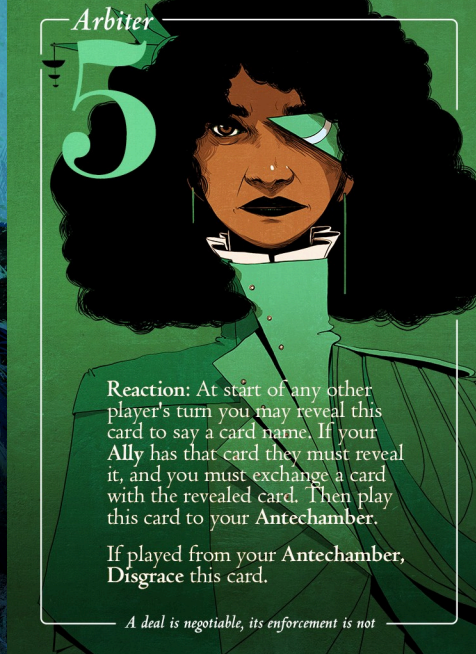


If there are any **Disgraced** cards in Court, you may say a card name. Choose an opponent to guess whether you have that card in your hand. If they are wrong, look at their hand and **Condemn** a card. This card's value is 2 while in Court.

"It's just a fairy tale..." ~The adventurer Nullus, now missing

Arbiter

5



Reaction: At start of any other player's turn you may reveal this card to say a card name. If your **Ally** has that card they must reveal it, and you must exchange a card with the revealed card. Then play this card to your **Antechamber**.
If played from your **Antechamber**, **Disgrace** this card.

A deal is negotiable, its enforcement is not

Arbiter

5



Reaction: At start of any other player's turn you may reveal this card to say a card name. If your **Ally** has that card they must reveal it, and you must exchange a card with the revealed card. Then play this card to your **Antechamber**.
If played from your **Antechamber**, **Disgrace** this card.

Once you sign, they'll be watching

Lockshift

5



You may make all other players must reveal their **Dungeon** card. If you do, all players then put their **Dungeon** card in their hand.

Their knock at the door is the sound of freedom

Lockshift

5

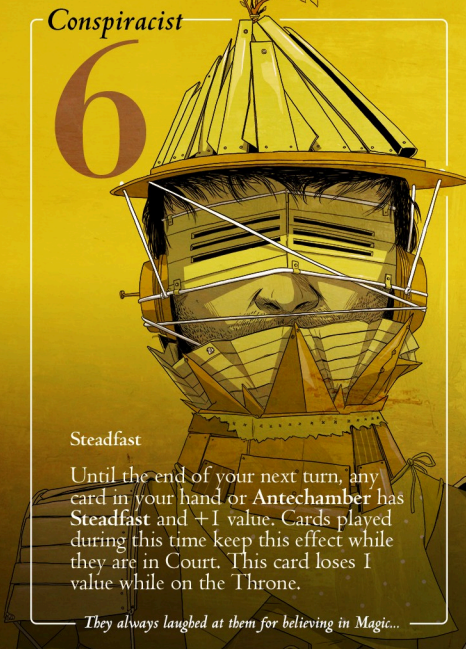


You may make all other players must reveal their **Dungeon** card. If you do, all players then put their **Dungeon** card in their hand.

There's always a crack if you know where to look

Conspiracist

6



Steadfast

Until the end of your next turn, any card in your hand or **Antechamber** has **Steadfast** and +1 value. Cards played during this time keep this effect while they are in Court. This card loses 1 value while on the Throne.

They always laughed at them for believing in Magic...

Conspiracist

6



Steadfast

Until the end of your next turn, any card in your hand or **Antechamber** has **Steadfast** and +1 value. Cards played during this time keep this effect while they are in Court. This card loses 1 value while on the Throne.

No one sees the thread unraveling until it's too late

Immortal

6



Steadfast

While in Court, this card and the Warlord gain **Royalty**. All other **Royalty** and **Elders** lose 1 value and are **Muted**. This card's value is 5 while in Court.

Seemingly invincible on the battlefield. In court, however...

Immortal

6



Steadfast

While in Court, this card and the Warlord gain **Royalty**. All other **Royalty** and **Elders** lose 1 value and are **Muted**. This card's value is 5 while in Court.

Countless and unyielding, the Bhunari will fight on

Exile

8



Steadfast

This card loses 1 value on Throne for each card in Court with a base value 7 or higher. When played, all cards are **Muted** until the start of your next turn.

Their protection is certain, yet dread hangs in the air

Exile

8



Steadfast

This card loses 1 value on Throne for each card in Court with a base value 7 or higher. When played, all cards are **Muted** until the start of your next turn.

Discarded tools can be sharpened again



Warlord

7

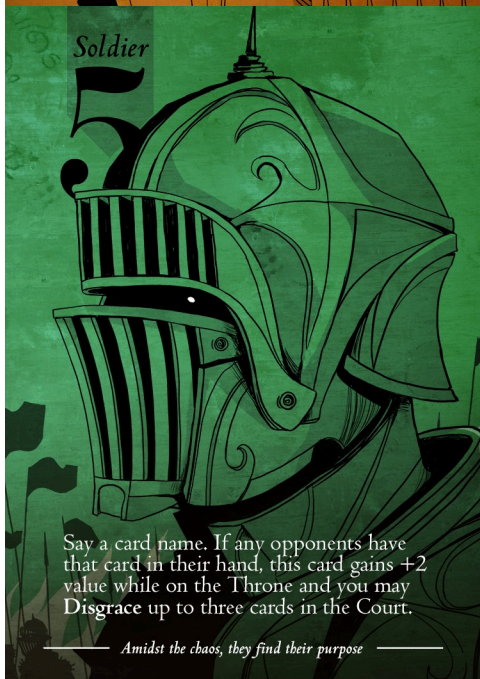
Immune to King's Hand
You may play this card on any Royalty.

— Experience never fades for the undying —



Elder

3



Soldier

5

Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may Disgrace up to three cards in the Court.

— Amidst the chaos, they find their purpose —



Oathbound

6

Immune to King's Hand
You may play this on a higher value card to Disgrace that card, then you must play another card of any value. That card is Immune to King's Hand.

— Now only six, they fight to preserve the world —



Inquisitor

4

You may say a card name. Other players with that card in their hand must play one to their Antechamber.

— Being correct was never the objective —



Elder

3

Immune to King's Hand
You may play this card on any Royalty.

— Respect is earned, not conquered —



Judge

5

Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

— The Nersetti gavel makes a fine hammer —



Inquisitor

4

You may say a card name. Other players with that card in their hand must play one to their Antechamber.

— Talk barsbly and carry a spiked stick —

Judge
5



Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

— Even during war, the truth must be discovered —

Soldier
5



Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may Disgrace up to three cards in the Court.

— On the battlefield, their second home —

Oathbound
6



Immune to King's Hand

You may play this on a higher value card to Disgrace that card, then you must play another card of any value. That card is Immune to King's Hand.

— The final bastion, heeding warnings from a God —

Elder
3



Immune to King's Hand

You may play this card on any Royalty.

— Lighting the path forward with their legacy —

Inquisitor
4



You may say a card name. Other players with that card in their hand must play one to their Antechamber.

— Splitting skulls in the name of the King... supposedly —

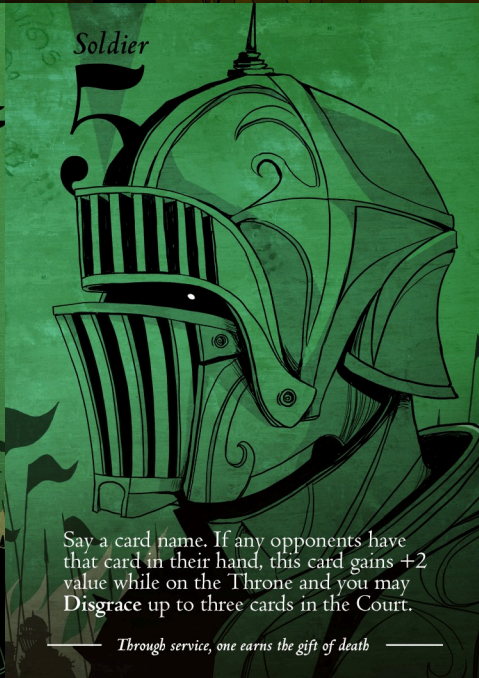
Judge
5



Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

— Law takes priority over chaos —

Soldier
5



Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may Disgrace up to three cards in the Court.

— Through service, one earns the gift of death —

Oathbound
6



Immune to King's Hand

You may play this on a higher value card to Disgrace that card, then you must play another card of any value. That card is Immune to King's Hand.

— Through Selab, we live eternal —



Elder

3

Immune to King's Hand

You may play this card on any Royalty.

— Toppling a regime is the easy part —



Inquisitor

4

You may say a card name. Other players with that card in their hand must play one to their Antechamber.

— "Is that illegal Bbunari contraband? I think it might be!" —



Judge

5

Guess a card name in an opponent's hand. If correct, you may play a card to your Antechamber with a base value of 2 or more.

— Fighting for justice, in and out of Court —



Soldier

5

Say a card name. If any opponents have that card in their hand, this card gains +2 value while on the Throne and you may Disgrace up to three cards in the Court.

— When driven, they step up to the challenge —



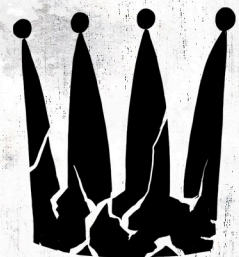
Oatbound

6

Immune to King's Hand

You may play this on a higher value card to Disgrace that card, then you must play another card of any value. That card is Immune to King's Hand.

— The nine sacrificed to keep Selab's gift —



the
**IMPOSTER
KINGS**



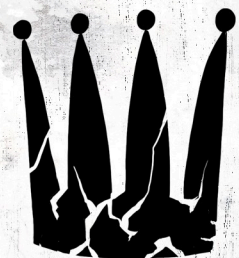
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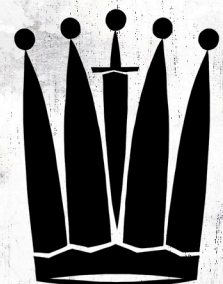
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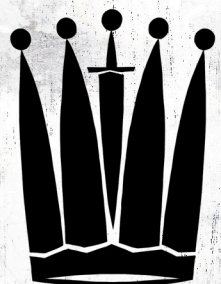
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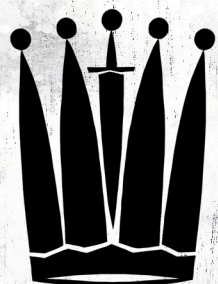
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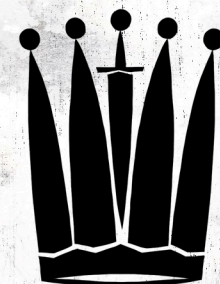
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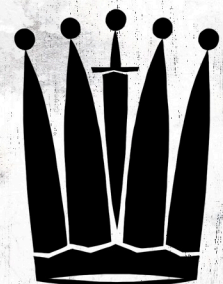
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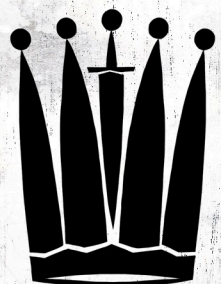
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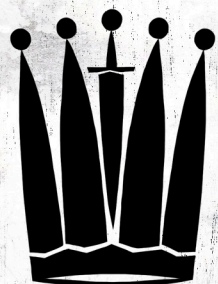
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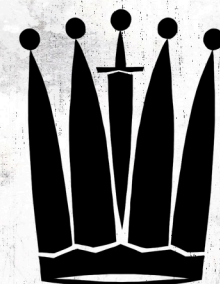
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the
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Optional: Double Sided Warlord

This card is optional and for flavor only. It is not needed to play. When a Warlord is Empowered (there is Royalty in Court) or part of the Coup (there is an Immortal in Court), you can replace it with this card after it is played, turned to the matching side, to show that state and remind you of its rules. Print this page and the next page double sided (either flip setting works), then cut along the line.



Optional: Double Sided Warlord

Back side of the optional Warlord on the previous page (Empowered).

