

Succession: Divine Right Tier I

A social deduction game by John Teasdale

version 2.1

The rules for Succession are divided into three tiers. These are the rules for Tier 1, you should start here. Play a few games with these rules before graduating to Tier 2

Players: 8 or more
Ages: 7 and up
Time: 10-20 min

Setup

Cards have a Role side and a Faction side. The Role side contains the player's Faction, Role, and Class.

Faction (Phoenix or Dragon) is the player's team.

Role (Heir, Noble, etc) assigns attributes to how the player interacts with the other players.

Class (Soldier, Royal, or Criminal) can affect how another player's role affects you.

You'll also need a Crown, this can just be a hat. Place it in the middle of the room you're playing in.

Goal

There are two factions, Phoenix and Dragon. Each faction has one person who plays the role of Heir. The game ends when one faction's Heir puts on the crown. The crowned Heir points at another player, accusing them of being the usurper. If the accused is the opposing team's Heir then the crowned Heir's faction wins, if the accused is any other player, the crowned Heir's faction loses.

How to Play

Each player draws a card in secret which assigns them their role and faction. In the beginning of the game, players only know the information on their cards. In order to win, they need to find out more about other players.

The main way for players to exchange information is by revealing their cards to each other. This is called a Contract. Any number of players agree on which sides of their card they will show each other and then show them. Players can show different sides, as long as everyone agrees.

In addition to revealing cards, every two minutes players vote on who must reveal their role publicly, this is called a Tribunal. All players point into the air and then simultaneously point at another person. No changing votes. All players with the highest number of fingers pointed at them reveal their roles.

It is difficult to time two minutes while playing. I use a song that is about 2 minutes long.

Tier 1 Roles

Heir (Royal) You are the heir to the throne. Use the members of your faction to discover and depose the opposing heir before the other faction deposes you.

Noble (Royal) Support your Heir by discovering the identity of the opposing Faction's Heir.

Spy (Criminal) You are displaying a false faction on the other side of this card, use your disguise to your advantage.

Each team use equal amounts of the following cards:

1 Heir, 1 Spy for every 4 Players, The rest are Nobles

Tier 1 Strategies

As the Heir, your main job is to keep your role hidden from the other team. You must rely on the rest of your team to get you information on the opposing heir. However, this can be tricky because you need to trust someone on your team, and if you reveal with the spy first, you're screwed. Wait for your nobles to organize themselves and approach you as a group.

As a Spy, co-reveal your reveal many people on the opposing faction as possible in the early game. Even if one person on the other team knows who you are, it will take some time for them to tell everyone on the other team. Once you are discovered as a spy, go back to your team and tell them what you know.

As a Noble, you need to find the rest of your team as quickly as possible. If you find your team fastest, you can organize your votes during Tribunal to start discovering members of the other team.

Printing Tips

This print and play version of Succession will cost around \$7 to print at a copy shop and will take about 30 minutes.

For best results, print on beige colored card stock. The paper is thicker, feels better, and last longer.

Printing and cutting will take about 45 minutes.

Print double sided, the long way. Like a book, not a legal pad.

Before printing the whole sheet, try printing only pages 3-4. Every printer is different, so make sure that the double sided cuts line up before committing to the whole run.

When you do print the complete run, make sure to print **ALL** of the pages in this document. If you choose a range of pages, you might end up messing up the double siding. I've done it, it sucks.

The backs of each page has cut lines, cut on that side. The other side prints outside the margins so if your printer doesn't line up the sides correctly it will still look nice.

The print shop should have a big paper cutter. Use that instead of scissors. And take your time, it looks much better in the end.



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon

Tier 1

Heir

Royal

You are the heir to the throne. Use the members of your faction to discover and depose the opposing heir before the other faction deposes you.

You have divine protection. If someone attempts to kill you, reveal your role and they die instead.

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

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Support your Heir by discovering the identity of the opposing Faction's Heir.

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Support your Heir by discovering the identity of the opposing Faction's Heir.

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Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Spy

Criminal

You are displaying a false faction on the other side of this card, use your disguise to your advantage.



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix

Tier 1

Heir

Royal

Phoenix

You are the heir to the throne. Use the members of your faction to discover and depose the opposing heir before the other faction deposes you.

You have divine protection. If someone attempts to kill you, reveal your role and they die instead.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Noble

Royal

Phoenix

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 1

Spy

Criminal

Dragon

You are displaying a false faction on the other side of this card, use your disguise to your advantage.

Succession: Divine Right Tier II

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After you've played in Tier 1 enough to start using basic strategies, you'll find that they are rather limited. Tier 2 adds roles with abilities that take effect when you reveal them to other players and this dramatically increases the possible strategies.

version 2.1

Players: 8 or more
Ages: 7 and up
Time: 10-20 min

How To Play

Contracts and Tribunal from Tier 1 stay the same, the only difference is that some roles have abilities. These abilities are written on the role side of the card. They are used when you agree to reveal your card in a Contract, and they must be used unless the card says you have a choice. You can not use your ability if you are forced to reveal your role.

As soon as the effects of all abilities are applied, the Contract is complete.

Player Death

Some abilities cause players to die. Before the game starts, place a bag or other container next to the Crown. This is the **Graveyard**.

When you die, put your card into the Graveyard and become a Ghost. A Ghost can walk and talk but cannot vote in Tribunals. Also, your card is gone, so you'll have a tough time convincing people you are who you say you are.

Tier 2 Roles

Psycho (Criminal) **When you reveal your role.** Kill one other player in the Contract.

Magistrate (Soldier) **When you reveal your role.** No Criminal abilities can affect you. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the end of the Contract (all abilities that effect Criminals also effect you).

Witness (Commoner) - **When you reveal your role.** If there is a Magistrate revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate now forces the accused to reveal their role. If the accused is not executed, you become a Criminal until the Contract is Complete.

Each faction will use equal amounts of the following cards:

1 Heir, 1 Magistrate, 1 Witness, 1 Spy, 1 Psycho. The rest are Nobles

Examples

Here are three examples of Contracts with **Pam the Psycho** and **Mark the Magistrate**.

Scenario 1: Pam says she will reveal her Role, Mark says he will reveal his Faction. They agree. Mark dies.

Scenario 2: Pam says she will reveal her Role, Mark says he will reveal his Role. They agree. Mark stays alive and can choose whether or not to kill Pam.

Scenario 3: Pam says she will reveal her Faction. Mark says he will reveal his Role. They agree. They both live.

In Scenario 1, the Contract completes when Mark dies as this is the only possible outcome. In Scenario 2, Mark must choose whether to kill Pam or let her live.

Here's an example of how Contracts work in a more complicated scenario. **Marge is also a Magistrate.**

Scenario 4: Pam, Mark, and Marge say they will reveal their Roles. They all agree. Both Marge and Mark now choose whether or not to execute Pam. Marge chooses to execute Pam and Mark does not, so Mark becomes a Criminal. Marge can now choose to also execute Mark. Mark can change his mind and choose to execute Pam, but then both Mark and Marge must follow the rule to execute her publicly. If neither Marge nor Mark choose to execute Pam, then neither can execute the other because they are both Immune to Criminal abilities.

As you see here, resolving a Contract is similar to entering a Contract in that people need to agree, but the possible outcomes are fixed to ways the Roles interact. In Scenarios 1 and 3 there is no need for agreement because both scenarios have one possible outcome. Scenario 2 does not require an agreement either. The decision to kill Pam is entirely up to Mark. However in Scenario 4, Mark and Marge need to agree on the outcome since both of their roles provide ways to affect the resolution.

If you understood that, you're good to go.

Tier 2 Strategies

As the Psycho, hunt the other team's Spy before they can make contact with their actual team. You can also pretend to be the other team's spy to start reducing the number of people who can vote on the other team.

As the Witness, find a magistrate and then wait until your team narrows down the other team's heir to 2 players. You can then use your ability to sacrifice yourself to discover the identity of one of them.

As the Magistrate, vet all of the nobles. Since you are the only one on your team the Psycho can safely talk to, you are responsible for bridging that gap.



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Dragon

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Dragon

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Dragon

Tier 2

Magistrate

Soldier

When you reveal your role:
You are not affected by Criminal abilities. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the Contract is complete. (Any ability that effects Criminals also effects you)

Dragon

Tier 2

Witness

Commoner

When you reveal your role:
If there is a Magistrate also Revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate must now Force the accused to reveal their Role. If the accused is not executed, you are executed instead.

Dragon

Tier 2

Witness

Commoner

When you reveal your role:
If there is a Magistrate also Revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate must now Force the accused to reveal their Role. If the accused is not executed, you are executed instead.

Dragon

Tier 2

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Dragon

Tier 2

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Dragon

Tier 2

Spy

Criminal

You are displaying a false faction on the other side of this card, use your disguise to your advantage.

Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Phoenix

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Phoenix

Tier 2

Psycho

Criminal

When you reveal your role:
Kill one other player in the Contract.

Phoenix

Tier 2

Magistrate

Soldier

When you reveal your role:
You are not affected by Criminal abilities. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the Contract is complete. (Any ability that effects Criminals also effects you)

Phoenix

Tier 2

Witness

Commoner

When you reveal your role:
If there is a Magistrate also Revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate must now Force the accused to reveal their Role. If the accused is not executed, you are executed instead.

Phoenix

Tier 2

Witness

Commoner

When you reveal your role:
If there is a Magistrate also Revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate must now Force the accused to reveal their Role. If the accused is not executed, you are executed instead.

Phoenix

Tier 2

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Phoenix

Tier 2

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Phoenix

Tier 2

Spy

Criminal

You are displaying a false faction on the other side of this card, use your disguise to your advantage.

Dragon

Succession: Divine Right Tier III

A social deduction game by John Teasdale

All of the abilities introduced so far only activate when you reveal your role. Tier 3 introduces **Public Abilities** where you tell everyone what you're doing, **Surprise Abilities** you can use in response to other abilities, and **Badges** which can grant players additional abilities.

version 2.1

Players: 8 or more
Ages: 7 and up
Time: 10-20 min

How to Play

Public abilities can be used at any time except during Tribunal. To use a public ability reveal your role to all players and tell everyone what you are doing.

Players with surprise abilities can choose to use them in a Contract after all regular abilities are decided. To use a surprise ability, announce that you are going to respond, and then reveal the Role side of your card. If multiple Response abilities are used, the effects are applied in reverse order to how they were announced.

Tier 3 Roles

Tier 3 adds three new roles, here are their details:

Viceroy (Royal) - **Public Ability:** Offer a Magistrate Badge with your Faction on it to a player. That player chooses whether or not to accept it.

Assassin (Criminal) - **When you reveal your role:** Kill up to one player in the contract. **Surprise Ability:** Kill one player in the Contract who is revealing their Faction.

Guard (Soldier) - **When you reveal your role:** If players will die before this Contract resolves, you can choose to die instead. **Surprise Ability:** If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Each faction will use equal amounts of the following cards:

1 Heir, 1 Magistrate, 1 Witness, 1 Spy, 1 Assassin per 4 Nobles, The rest are Nobles

Badges

Badges are objects that players display publicly that give them extra abilities. A player with a badge still has the abilities from their card. In Tier 3, the only available badge is the Magistrate Badge.

Magistrate Badge: Any player can approach you and accuse another player of being a criminal. If one does, force the accused to reveal their role to you. If the accused is a Criminal, execute them publically. If the accused is not a Criminal, execute the accuser publically. Wearing this badge without the Soldier Class makes you a Criminal.

The Magistrate Badge gives its wearer the power of the Magistrate card, and turns all players into potential witnesses, but you can not just pick up a badge. Badges are granted as the result of another ability, in this case, by the Viceroy.

Before the game starts, place the Magistrate Badges next to the crown and graveyard. Use 2 Magistrate Badges, one from each faction, for every 12 players in the game.

Examples

How and when Surprise Abilities are used is best illustrated by the following example. It doesn't make any sense from a gameplay perspective, but it shows how the mechanic works.

Amy and Alex are Assassins, Gary is a Guard. Amy shows her role, Alex and Gary are showing their Factions.

Players take action in the following order:

1. *Amy decides to use her reveal ability to kill Alex.*
2. *Gary announces that he will use his Surprise ability to save Alex and kill Amy.*
3. *Alex announces that he will use his Surprise ability to kill Gary.*

Surprise abilities take effect in reverse so first Gary dies. Gary is now dead and can not use his ability, so Amy successfully kills Alex. Once Alex dies, the Contract is complete.



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Dragon

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Dragon

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Dragon

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Dragon

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Dragon

Tier 3

Viceroy

Royal

Public Ability:

Offer a Magistrate Badge with your Faction on it to a player. That player chooses whether or not to accept it.

Dragon

Tier 2

Magistrate

Soldier

When you reveal your role:

You are not affected by Criminal abilities. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the Contract is complete. (Any ability that effects Criminals also effects you)

Dragon

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Dragon

Tier 3

Assassin

Criminal

When you reveal your role:

Kill up to one player in the contract.

Surprise Ability:

Kill one player in the Contract who is revealing their Faction.

Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Tier 3

Guard

Soldier

When you reveal your role:

If players will die before this Contract resolves, you can choose to die instead.

Surprise Ability:

If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Tier 3

Viceroy

Royal

Public Ability:

Offer a Magistrate Badge with your Faction on it to a player. That player chooses whether or not to accept it.

Tier 2

Magistrate

Soldier

When you reveal your role:

You are not affected by Criminal abilities. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the Contract is complete. (Any ability that effects Criminals also effects you)

Tier 1

Noble

Royal

Support your Heir by discovering the identity of the opposing Faction's Heir.

Tier 3

Assassin

Criminal

When you reveal your role:

Kill up to one player in the contract.

Surprise Ability:

Kill one player in the Contract who is revealing their Faction.



Succession: Divine Right

A social deduction game by John Teasdale

Tier ∞

The Constantly Changing Game

Now you know the mechanics of Succession, but the game itself is always changing. The next few pages contain a variety of roles for you to use in your games as you like.

Submissions

I will be constantly adding new roles as I think of them, but I bet a lot of you will play and think of some. If you have an idea for a card, have questions about the rules, have general feedback, or just want to say “Thanks, John! I really like your game!”, reach out to me on Twitter @JohnTeasdale_.

All Roles

Spy (Criminal) - You are displaying a false faction on the other side of this card, use your disguise to your advantage.

Heir (Royal) - You are the heir to the throne. Use the members of your faction to discover and depose the opposing heir before the other faction depose you. . You have divine protection. If someone attempts to kill you, reveal your role and they die instead.

Noble (Royal) - Support your Heir by discovering the identity of the opposing Faction's Heir.

Witness (Commoner) - **When you reveal your role:** If there is a Magistrate also Revealing in this Contract, you may accuse any other player of being a Criminal. The Magistrate must now Force the accused to reveal their Role. If the accused is not executed, you are executed instead.

Psycho (Criminal) - **When you reveal your role:** Kill one other player in the Contract.

Magistrate (Soldier) - **When you reveal your role:** You are not affected by Criminal abilities. You can choose to publicly execute revealing Criminals. If you do not kill a revealing Criminal, you become a Criminal until the Contract is complete. (Any ability that effects Criminals also effects you)

Assassin (Criminal) - **When you reveal your role:** Kill up to one player in the contract. **Surprise Ability:** Kill one player in the Contract who is revealing their Faction.

Brigand (Criminal) - **When you reveal your role:** If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Viceroy (Royal) - **Public Ability:** Offer a Magistrate Badge with your Faction on it to a player. That player chooses whether or not to accept it.

Guard (Soldier) - **When you reveal your role:** If players will die before this Contract resolves, you can choose to die instead. **Surprise Ability:** If a Criminal is about to kill another player in the Contract, kill the Criminal instead.

Headman (Soldier) - **When you reveal your role:** You are not affected by Criminal abilities. If a Criminal reveals their role to you, they die publicly.

Inquisitor (Soldier) - **When you reveal your role:** You may force another player in the Contract to reveal their Role.

Attorney (Commoner) - **When you reveal your role:** All Criminals who revealed their Role voluntarily in this Contract are Immune to Soldier abilities.

Healer (Commoner) - **When you reveal your role:** Heal all ailments that other revealing members of the Contract had before entering the Contract.

Virgin (Commoner) - When you die, declare it publicly. All ghosts come back to life. Each player searches the graveyard for the same card that they started with. If a player's card is not in the graveyard, that player remains dead.

Martyr (Commoner) - **Public Ability:** You die. No one from the Faction of your choice can use a Public ability until after the next Tribunal.

Poisoner (Criminal) - **When you reveal your role:** All other members of the Contract are Poisoned. (Poisoned is an ailment from which a player will die at the beginning of the next Tribunal).

Vigilante (Criminal) - **When you reveal your role:** No other Criminal abilities take effect.

Diplomat (Royal) - **When you reveal your role:** If there is a Diplomat from another faction revealing in this Contract and you both agree, you can force any player in the game to reveal their Role.

Informant (Royal) - **Surprise Ability:** Reveal your role.

Oracle (Sorcerer) - **Public Ability:** You can look at all of the cards in the Graveyard. This ability can only be used once.

Wizard (Sorcerer) - **When you reveal your role:** You may chose to kill one person in the Contract. If you do, select one ghost to bring back to life. That player randomly chooses a card from the graveyard.



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon

Tier 4

Headsman

Soldier

When you reveal your role:

You are not affected by Criminal abilities. If a Criminal reveals their role to you, they die publicly.

Dragon

Tier 4

Headsman

Soldier

When you reveal your role:

You are not affected by Criminal abilities. If a Criminal reveals their role to you, they die publicly.

Dragon

Tier 4

Inquisitor

Soldier

When you reveal your role:

You may force another player in the Contract to reveal their Role.

Dragon

Tier 4

Inquisitor

Soldier

When you reveal your role:

You may force another player in the Contract to reveal their Role.

Dragon

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Dragon

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Dragon

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Dragon

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Dragon

Tier 4

Informant

Royal

Surprise Ability:

Reveal your role.

Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix

Tier 4

Headsman

Soldier

When you reveal your role:

You are not affected by Criminal abilities. If a Criminal reveals their role to you, they die publicly.

Tier 4

Inquisitor

Soldier

When you reveal your role:

You may force another player in the Contract to reveal their Role.

Tier 4

Headsman

Soldier

When you reveal your role:

You are not affected by Criminal abilities. If a Criminal reveals their role to you, they die publicly.

Tier 4

Inquisitor

Soldier

When you reveal your role:

You may force another player in the Contract to reveal their Role.

Tier 4

Inquisitor

Soldier

When you reveal your role:

You may force another player in the Contract to reveal their Role.

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Tier 4

Brigand

Criminal

When you reveal your role:

If there are 2 or more Brigand's also revealing in this Contract, you can choose to force another player in the contract to reveal their role.

Tier 4

Informant

Royal

Surprise Ability:

Reveal your role.



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon



Dragon

Tier 4

Attorney

Commoner

When you reveal your role:
All Criminals who revealed their Role voluntarily in this Contract are Immune to Soldier abilities.

Dragon

Tier 4

Healer

Commoner

When you reveal your role:
Heal all ailments that other revealing members of the Contract had before entering the Contract.

Dragon

Tier 4

Virgin

Commoner

When you die, declare it publicly. All ghosts come back to life. Each player searches the graveyard for the same card that they started with. If a player's card is not in the graveyard, that player remains dead.

Dragon

Tier 4

Poisoner

Criminal

When you reveal your role:
All other members of the Contract are Poisoned. (Poisoned is an ailment from which a player will die at the beginning of the next Tribunal)

Dragon

Tier 4

Vigilante

Criminal

When you reveal your role:
No other Criminal abilities take effect.

Dragon

Tier 4

Diplomat

Royal

When you reveal your role:
If there is a Diplomat from another faction revealing in this Contract and you both agree, you can force any player in the game to reveal their Role.

Dragon

Tier 4

Oracle

Sorcerer

Public Ability:
You can look at all of the cards in the Graveyard. This ability can only be used once.

Dragon

Tier 4

Wizard

Sorcerer

When you reveal your role:
You may chose to kill one person in the Contract. If you do, select one ghost to bring back to life. That player randomly chooses a card from the graveyard.

Dragon

Tier 4

Informant

Royal

Surprise Ability:
Reveal your role.

Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix



Phoenix

Tier 4

Attorney

Commoner

When you reveal your role:
All Criminals who revealed their Role voluntarily in this Contract are Immune to Soldier abilities.

Pheonix

Tier 4

Healer

Commoner

When you reveal your role:
Heal all ailments that other revealing members of the Contract had before entering the Contract.

Pheonix

Tier 4

Virgin

Commoner

When you die, declare it publicly. All ghosts come back to life. Each player searches the graveyard for the same card that they started with. If a player's card is not in the graveyard, that player remains dead.

Pheonix

Tier 4

Poisoner

Criminal

When you reveal your role:
All other members of the Contract are Poisoned. (Poisoned is an ailment from which a player will die at the beginning of the next Tribunal)

Pheonix

Tier 4

Vigilante

Criminal

When you reveal your role:
No other Criminal abilities take effect.

Pheonix

Tier 4

Diplomat

Royal

When you reveal your role:
If there is a Diplomat from another faction revealing in this Contract and you both agree, you can force any player in the game to reveal their Role.

Pheonix

Tier 4

Oracle

Sorcerer

Public Ability:
You can look at all of the cards in the Graveyard. This ability can only be used once.

Pheonix

Tier 4

Wizard

Sorcerer

When you reveal your role:
You may chose to kill one person in the Contract. If you do, select one ghost to bring back to life. That player randomly chooses a card from the graveyard.

Pheonix

Tier 4

Informant

Royal

Surprise Ability:
Reveal your role.

Dragon