Civil Activity

I	**Artisan**	Convert 1 influence point into 6 deniers.	T
I	(!) **Baker** (!)	Gain 1 denier for each yellow die on all districts of the city square.	E
I	**Clog Maker**	Gain 1 denier for each un-expelled citizen you have in City Hall.	D
I	**Lumberjack**	Place a cube on this card - or - Remove 1 cube from this card and gain 4 deniers.	D
I	**Merchant**	Gain 2 deniers.	T
I	**Miller**	Gain 2 deniers for each un-expelled citizen you have in the Palace - or - Bishopric.	T
I	**Weaver**	Gain 1 denier for each tradesman on Activity cards, including this one.	D
II	**Blacksmith**	Add 5 to total value of one group of red dice. (Die cannot be used for placement in the Palace.)	T
II	**Distiller**	Turn one of your dice to its opposite face before using it.	D
II	**Innkeeper**	Buy 1 influence point for 1 denier.	T
II	**Landlady**	Gain 4 influence points or 1 VP. (Combination within same action is permitted.)	D
II	**Militia**	Use 1-3 yellow dice as if they were red dice. Dice keep their values.	T
II	**Viticulturist**	Take one die for free from any player before using it to perform an action.	D
III	**Banker**	Gain 3 VP if you have more than 30 deniers (money is not spent).	D
III	**Breeder**	Pay 3 deniers to place a cube on this card - or - Remove 1 cube and gain 2 VPs.	D
III	**Goldsmith**	Gain 1 VP and 2 deniers.	T
III	**Journeyman**	Buy 2 VPs for 3 denier.	T
III	**Master Trader**	Gain 1 VP for every 2 tradesman on Activity cards, including this one.	D
III	**Sculptor**	Gain 1 VP.	T

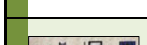
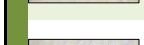
Religious Activity

I	**Augustine**	Treat the cube removed from this card as a yellow die with value 6. This 'die' must be grouped with at least one other die.	D
I	**Bishop**	Gain 1 denier for each cube you have at the Cathedral.	D
I	**Chief Templar**	When forming a group take a up to 1 red die from each player paying only 2 deniers for each die.	D
I	**Monk**	Use a single white die as if it were 3 yellow die of the same value. (May not use additional dice for this action. A white die from other player's district cost 2 deniers.)	T
I	**Priest**	Adds 3 to value of each yellow die in your dice group. Value of a die may exceed 6. (Die cannot be used for placement on City Hall).	T
I	**Tithing**	When buying dice for current action, first yellow die taken from each district is free.	T
II	**Apprenticeship**	Transforms each die of a group (any colour) into die with value 5. (Die cannot be used for placement on Palace/ Bishopric/ City Hall/ Cathedral).	T
II	**Confession**	Add 2 to each die in your group of dice. Modified value is not limited to 6. Dice may be any colour. (Die cannot be used for placement on Palace/ Bishopric/ City Hall/ Cathedral).	T
II	**Herbalist**	Use a single white die as if it were 3 red dice of the same value.	D
II	(!) **Master Builder** (!)	Place a cube on the Cathedral in the lowest space of any column (gain influence & VP). With this card, a 4th floor may be created when a column is filled. Players without a 4th floor cube lose 2 VPs at end.	D
II	(!) **Preacher** (!)	Choose 1 die in your dice group: the other dice in this group take the chosen die's value.	D
II	**Prior**	Use a single white die as if it were two white dice of the same value. (May not use additional dice for this action. If white die comes from other player's district, cost is 2 deniers.)	E
II	**Templar**	Use a single white die as if it were 2 red die of same value. (May not use additional dice for this action. If white die from other player's district, cost is 2 deniers.)	T
III	**Glassblower**	Gain 1 VP per pair of cubes you have in the Cathedral.	T
III	**Hermit**	At the end of the game, each cube on this card is worth VPs equal to 9 minus the total number of cubes on this card.	D
III	**Nun**	Gain 1 VP for each white die left in your district.	D
III	**Pilgrimage**	Gain 2 VPs. May use any colour dice.	T
III	**Procession**	The player with the most dice in their district gains 2 VPs, including grey district. (In case of tie, tied players all gain 2 VPs.)	T
III	**Scribe**	Gain 1 VP of each Event card you possess (for defeating it).	D

Military Activity

I	**Archer**	Roll die. If 3, 4, 5, or 6, place one cube on any Event card. Die roll value may not be modified.	T
I	**Catapult**	Place a cube on this card - or - Remove 1 cube to place 2 cubes on a single Event card (gain influence). May place each pair on different Event cards.	D
I	**Chivalry**	For each red die in your district, place one cube on any Event card.	T
I	**Diplomat**	Pay 1 influence point to place 1 cube on any Event card. Pay all influence before placing cubes.	T
I	**Ransom**	Pay 3 denier to place a cube on an Event card (gain influence). May place on different Event cards.	D
I	**Scout**	Place up to 1 cube on each Event card (gain influence). Pay 1 denier for each cube you place.	D
II	**Executioner**	Gain 1 influence point and take another influence point from the opponent with the most influence. If opponents tied, you choose.	D
II	**Hunting**	Gain 3 influence points.	T
II	**Mercenary**	Gain 3 deniers.	T
II	**Recruiter**	Treat the cube removed from this card as a red die with value 6. This 'die' must be grouped with at least one other die.	D
II	**Squire**	Place a cube on this card - or - Remove 1 cube and gain 5 influence points.	D
II	**Tax Collector**	Each players pays you 1 denier per un-expelled citizen in City Hall. Bank pays for gray citizens. In case of insufficient funds, player must pay what he can.	T
III	(!) **Banquet** (!)	Gain 1 VP per red die in the district with the most red dice. (Can be another player's district).	E
III	**Captain**	Gain 1 VP per Event card (including Marauding) on which you have at least one cube.	T
III	**Fort**	For each die in the group used: place a cube and gain influence points and VPs (use table on card). At game end, the player with the most cubes on this card gains 3 VPs - split if tied (rounded down).	D
III	**Joust**	Gain 2 VPs if the total value of remaining red dice in your district is greater than anyone else's. (In case of tie, tied players all gain 2 VPs.)	T
III	**Marriage**	Pay 7 deniers and gain 4 VPs.	D
III	**Princess**	At the end of the game, the player with the most cubes on this card gains 6 VPs - split if tied (rounded down).	D
III	**Troubadour**	Convert 3 influence points into 2 VPs.	T

Outdoor Activity

I	 Discard a cube from this activity to earn 4 Influence points when an opponent buys at least one of your dice.	D
I	 Discard a cube from this activity to earn 4 deniers when an opponent activates an Activity card on which you have a tradesman.	D
I	 Discard a cube from this activity to earn 4 Influence points when placing a citizen on one of the 3 principal buildings.	D
I	 Discard a cube from this activity to earn 5 additional deniers when using agriculture.	D
II	 Discard a cube from this activity in order to exchange one die with each opponent, without changing their values.	D
II	 Discard a cube from this activity to turn over an opponent's die that you just bought to perform an action.	D
II	 Discard a cube from this activity in order to destroy a black die each time you are required to counter the highest-valued black die during Phase 3: Events (you earn the associated Influence point).	D
II	 When you activate an Activity card with a delayed or mixed effect, you can place one of your cubes on this outdoor activity or on a delayed effect Activity card of your choice.	D
III	 Before executing your action, discard a cube from this activity to reroll a die (from general supply) of the colour indicated on the outdoor activity.	D
III	 *Important notes:* *The die you use to place a cube on this activity, must be of a different colour than that of the die shown on the Outdoor Activity.* *You cannot have more than one purple die and you must pay 2 deniers to reroll your purple die.*	D
III		D
III		D
IV	 Discard a cube from this activity in order to earn 2 additional VPs when placing at least one cube on the cathedral or on an Event card.	D
IV	 At the end of the game, the player who has placed the most cubes on this activity earns 8 VPs; second earns 4 VPs, and third earns 2 VPs.	D
IV	 All players who reach the gate related to this activity earn 3VPs and another VP for each cube placed here.	D
IV	 6/4/2/1 VPs for 1st/2nd/3rd/4th player to reach this gate with his guard. Place the guard on the corresponding VP symbol. (Do not place cubes on this Outdoor Activity.)	D

Events

Brigands	+1 black die.	T
Chief Outlaw	Add +3 to each black die (max. value 6). Immune to Level 1 red Activity cards and 'Support' Event card.	D
Civil War	All player pays 3 deniers.	T
Drought	Pay 1 denier per citizen of your colour in City Hall.	T
Harsh Winter	All players lose 1 cube from an Activity card or Outdoor Activity board.	D
Heresy	All player loses 2 influence points.	T
Interruption of Work	Remove cube with highest value (highest value of the highest level) from the Cathedral.	T
Marauding	+1 black die.	T
Migrant Workers	Place gray cube on lowest free space (lowest value of the lowest level) of the Cathedral.	T
Monk	Roll die, place gray citizen on corresponding Activity card with the highest free VP value space (in case of a tie, the lower level card).	D
Normans Attack	+2 black die.	T
Possession	All players must move 1 worker (or new worker = 2 influence) on this card. For each cube placed on the card a worker gets released.	D
(!) **Resistance** (!)	Remove the last cube placed on each Event card. (Reveal another red Event card for a total of 3 cards this turn.)	E
Skirmishes	+1 black die.	T
Succession Conflict	Roll die, place gray citizen on Palace space of the same number, expelling a citizen if necessary.	T
Support	Place a gray cube on each of the two events to the left of this event. Place only one cube if only one event to the left.	T

Events

Theological Conflict	Roll die, place gray citizen at beginning of indicated row of the Bishopric, expelling rightmost citizen if necessary.	T
Uprising	Roll die, place gray citizen on corresponding building by shuffling all workers currently in the building and randomly placing them back in.	D
War	+2 black die.	T
Wayfarers	Roll die, place gray citizen at beginning of indicated row of the City Hall, expelling rightmost citizen if necessary.	T
Wolves	+1 black die.	D

Note: If the 8 neutral citizens are already in play, ignore the Event cards that add new ones.

Characters

Chrétien de Troyes	1/3/6 VPs for 3/5/7 citizens in 3 principal buildings (2 player game: 1/3/6 VPs for 4/6/8 citizens)	T
Henry I	1/3/6 VPs for 1/3/5 Event cards	T
Hugues de Payns	1/3/6 VPs for 5/10/15 influence points	T
Le Florentin	1/3/6 VPs for 2/4/6 citizens on activity cards	T
Thibaut II	1/3/6 VPs for 6/12/18 deniers	T
Urbain IV	1/3/6 VPs for 3/5/7 cubes on the Cathedral (2 player game: 1/3/6 VPs for 4/6/8 cubes)	T
Jeanne de Champ.	1/3/6 VPs for 2/4/6 citizens on yellow Activity cards & City Hall	D
Isabeau de Bavière	1/3/6 VPs for 2/4/6 citizens on red Activity cards & Palace	D
Marie de Champ.	1/3/6 VPs for 2/4/6 citizens on white Activity cards & Bishopric	D

Cards contained in: Troyes (T), Les Dames de Troyes (D) and the Extension cards (E).
Cards with misleading iconography are marked with '(!)' to raise awareness.