

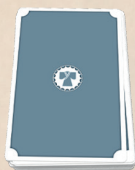
# The Religion

## Expansion

### Overview

With this new expansion, players will send their monk on a path to the mountains, to meditate and get to Enlightenment. Spending your Coins, and sometimes additional resources, giving them to charity, you will climb three different tracks to obtain the Emperor's favours and to strengthen your strategies.

### Contents



18 City cards  
(Religion,  
Grey cards)




4 Monk tokens  
(Use any 4 tokens  
you have available)



4 Religion  
boards

### Set-up

Each player receives 1 Religion board, and they place it on the right of their City board. They also receive 1 Monk token, and they place it outside the track. Shuffle the Religion deck  together with the other chosen decks. Always remember to use a total of 3/3/4 decks including the Religion deck, if playing respectively with 2/3/4 players.

## Gameplay




Play Chang'an as usual with an additional optional action:

### Climb one step on the track

*"A hermit monk is looking for peace and meditation on the far mountains..."*

It's now possible to perform a new optional action: pay 2 Coins to advance one step on the Enlightenment track. You will immediately obtain the indicated bonus. Moving on the track will also give you additional VP at the end of the game.

Just keep in mind a few rules:

- Some steps require an additional resource as a cost indicated by these icons:  /  / .
- The first 3 steps of the track only require 1 Coin per step.

### The tracks

There are 3 different tracks. At a certain point, you will have to decide which one to climb, according to your Main board status. Once you decide, you can't go back. The central track (long path) gives you the chance to get more Permanent cards. The left track (medium path) improves a strategy based on Character City cards. Finally, the right track (short path) is perfect for those who based their game on the Game End cards in their Districts. See Religion board bonus paragraph.

## Game end and final scoring

The game ends in the same way as the base game. You only add the following VP to each player's final scoring:

VP represented on the step you reached. If no VP are indicated, add the VP depicted on the closest backward step showing a VP icon to your scoring.

Winner and tiebreaker are the same as the base game.

## Religion board bonus

If a bonus is represented on the path, immediately take it. You can't save it for later.



If your Monk is on this step, you get the indicated VP at the end of the game.



If your Monk is on this step, you immediately get 1 resource of your choice.



If your Monk is on this step, you can immediately do again one of the main actions.



If your Monk is on this step, draw 1/2 City cards or get 1/2 resources of your choice for every City card with the indicated type of effect built on your base City board.



If your Monk is on this step, immediately activate two Character City cards built on your City board.



If your Monk is on this step, immediately build a City card on your City board paying -2 resources (except from the additional Coin if indicated).



If your Monk is on this step, at the end of the game you get 2 VP for every couple of Character City cards built on your City board or for every City card with the indicated type of effect built on your base City board.

# City Cards Effects



## Religion DECK - Grey



### Pagoda (4 cards)

You get 1 VP for every 3 steps you did on the Religion track.



### Priest (4 cards)

Draw 5 City cards from the City deck. Keep 1 of your choice, then put the remaining cards back to the top of the deck in any order.



### Monk (4 cards)

You get 2 Coins. Every player can pay 1 Coin to you to get a resource of their choice.



### Abbey (4 cards)

You can advance on the Religion track by paying the indicated resource instead of 2 Coins (or paying no additional resources if indicated on the Abbey card).



### Temple (2 cards)

Move 3 steps forward on the Religion track without paying any cost. This discount does not apply to the additional cost of 1 Coin, if indicated on the card.

## CREDITS

Designers: Carlo Camarotto, Nestore Mangone

Publisher: Pendragon Game Studio srl

Production: Michal Zwierzynski

Project Manager: Matteo Gravina, Emanuele Palmiotti

Art Director: Ylenia D'abundo

Developer: Francesco Testini

Illustrator: Sergio Chaves

Graphics: Zhuang Huachong

3D Modeller: Giuseppe Carnazza

Copy Editing: Floriana Luciani, William Niebling

Proofreading: Alex Grisafi, Silvio Negri-Clementi

Pendragon team: Mauro Chiabotto, Monica Galli, Alessandra Negri-Clementi, Giovanni

Negri-Clementi, Andrea Piga, Rachele Kelly Stocco

Playtesters: A. Bampi, F. Binetti, F. Brigo, V. Cappelleri, A. Cino, M. Cristofani, A. D'Agostino,

A. Dal Fabbro, F. De Palma, P. Facchini, D. Massa, D. Massarenti, L. Modolo, E. Mondin,

N. Mosca, S. Nicotra, P. Palini, P. Paoletti, B. Parutto, K. Pignat, F. Riva, L. Sabbadin, M. Sabbadin,

C. Scagnellato, A. Sciacqua, F. Ubbiali.

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Produced by: Pendragon Game Studio srl,

Via Pattari 6 - 20122 Milan, ITALY

