



3



Healing Salve



16



Psionic Stones



12



Skeleton Key



17



Numb Chucks



17



Dream Catcher



14



Ankh Shank



9



Pinky Ring



7



Improvised Arsenal



5



Emerald Eye







13

Verteblade












15

Lucky Coin








12

Transmutation Gem





8

Animated Decoy









20

Silent Steppers



2









10

Protective Charm









10

Spell Supplies



≠



≠







8

Channeling Rod









8

Chameleon Amulet






10



Spell Slinger



12



Clever Cleaver



4



Crooked Pipe



7



Stars of Throwing



12



Ratomaton



4



Teeth Brush



8



Precious Collection



14



Jeweled Knuckles

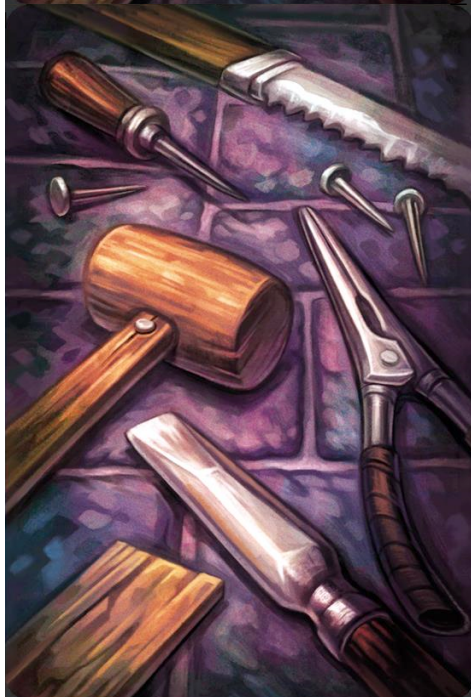
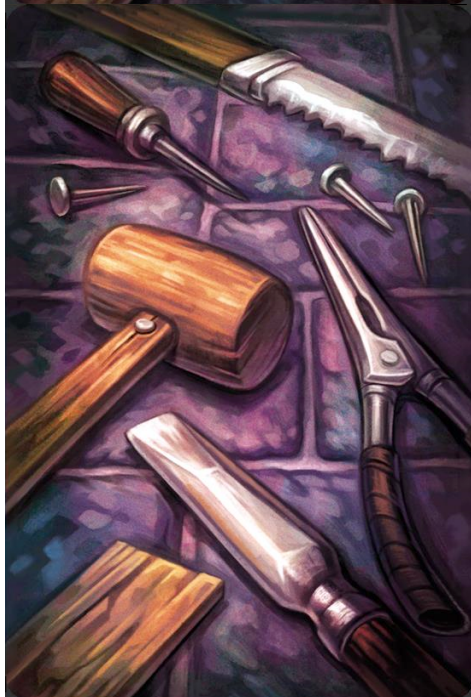
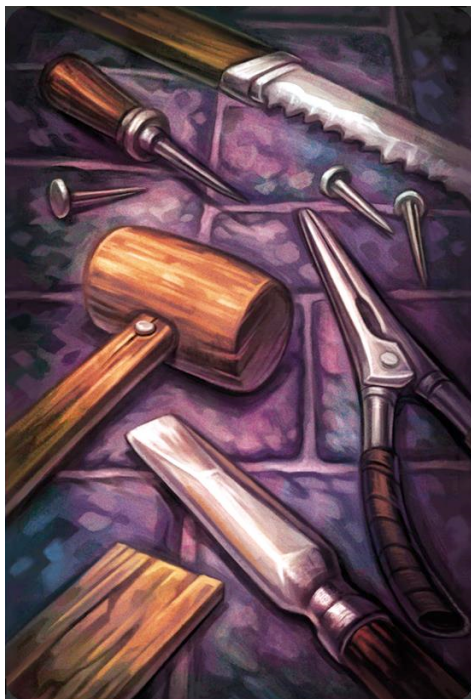


18



Homing Grapple







Cultist



Gain ★ for each
item you have.



Demon



Gain ★★ for each
 you have.



Cultist



Gain ★ for each
item you have.



Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



Cultist



Gain ★ for each
item you have.



Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



Hobgoblin



Gain ★ for each
 you have.



Hobgoblin



Gain ★ for each
 you have.



Hobgoblin



Gain ★ for each
🎲 you have.



Hobgoblin



Gain ★ for each
🎲 you have.



Hobgoblin



Gain ★ for each
🎲 you have.



Ratman



★
-3 | 1 | 6 | 13 | 25



Ratman



★
-3 | 1 | 6 | 13 | 25



Ratman



★
-3 | 1 | 6 | 13 | 25



Ratman



★
-3 | 1 | 6 | 13 | 25



Ratman



★
-3 | 1 | 6 | 13 | 25



Cultist



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Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



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Ratman



-3 | 1 | 6 | 13 | 25



Ratman



-3 | 1 | 6 | 13 | 25



Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



Dwarf



1 | 3 | 7 | 12 | 18 | 25 | 30



Dwarf



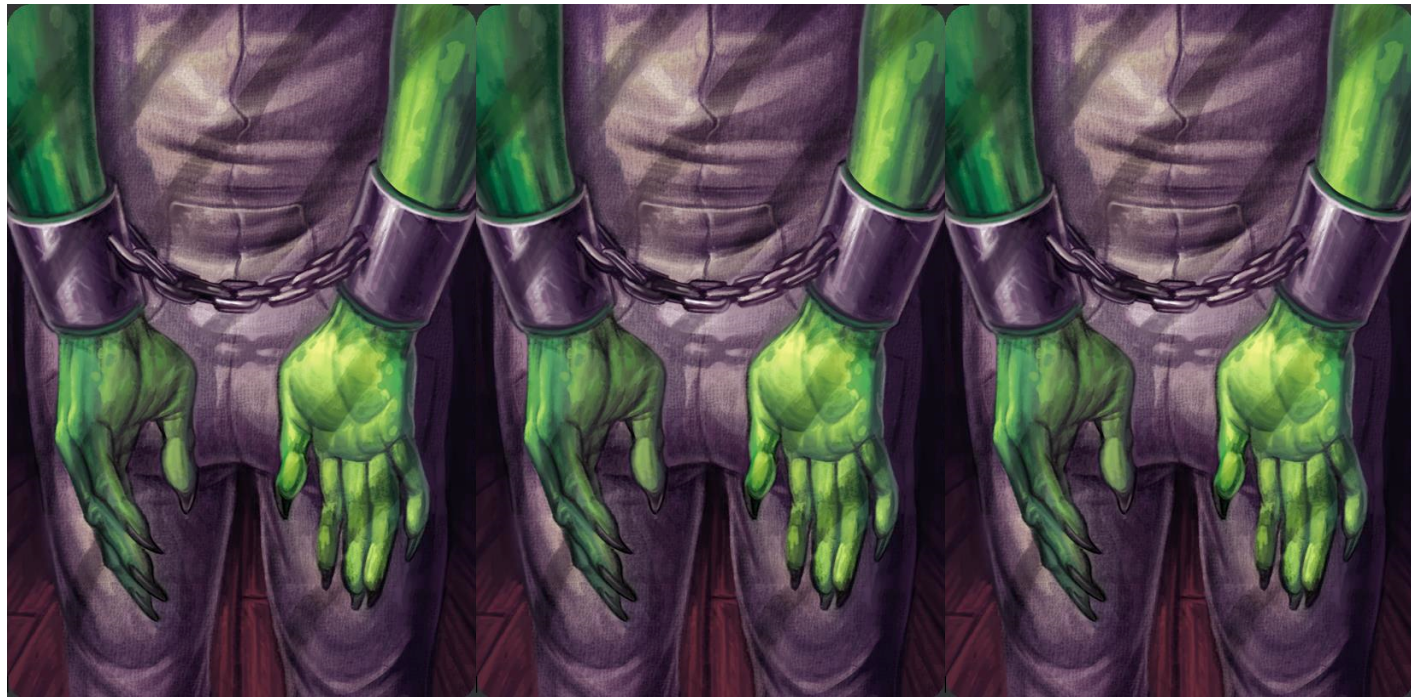
1 | 3 | 7 | 12 | 18 | 25 | 30



Cultist



Gain ★ for each
item you have.



Legal Loopholes

RETURN ONE OF
YOUR SUSPICION
MARKERS TO
THE SUPPLY

Finders Keepers Tales

TAKE A SCRAP OR
POTION FROM
THE SUPPLY

Famous Bullies

RETURN ANOTHER
PLAYER'S POWER
MARKER TO THE
SUPPLY

Self Defense Manual

DURING THE LIGHTS
OUT PHASE, ADD
+1 TO THE TOTAL
STRENGTH OF YOUR
CREW IN A LOCATION

Markets 101

IMMEDIATELY FILL
ALL EMPTY ITEM
CARD SPACES ON
THE BOARD

Powerplays & Takeovers

IMMEDIATELY
GAIN THE FIRST
PLAYER TOKEN

Atlas of Hideouts

SECRETLY LOOK AT
ONE FACE DOWN
CREW TOKEN AND
RETURN IT TO
THE BOARD

Big Book of Stealth

DURING THE
ROLL CALL PHASE,
YOU MAY PLACE AN
ADDITIONAL CREW
TOKEN FACE DOWN

Everyday Sabotage

DURING THE
ROLL CALL PHASE,
PICK UP ONE OF YOUR
PREVIOUSLY PLACED
CREW TOKENS

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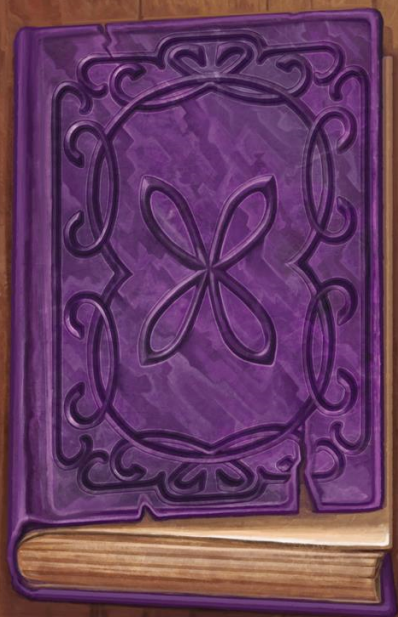
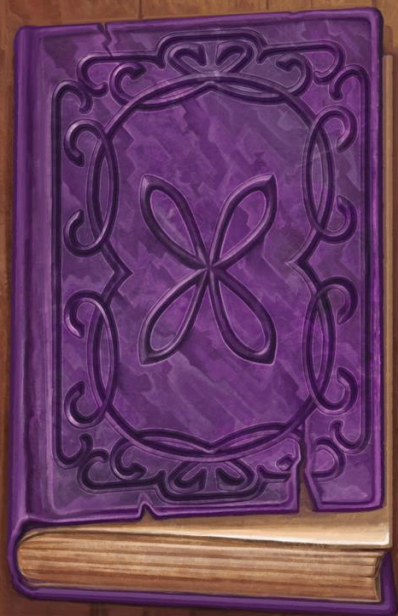
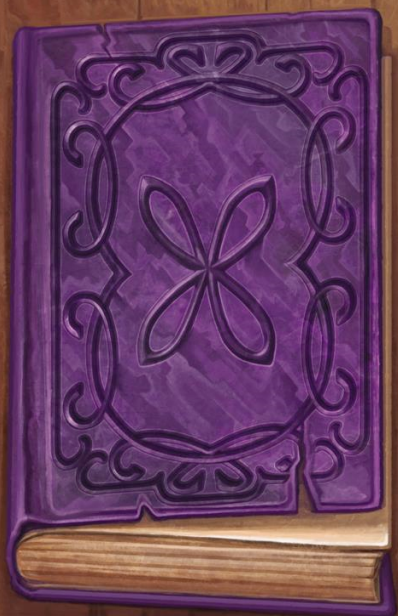
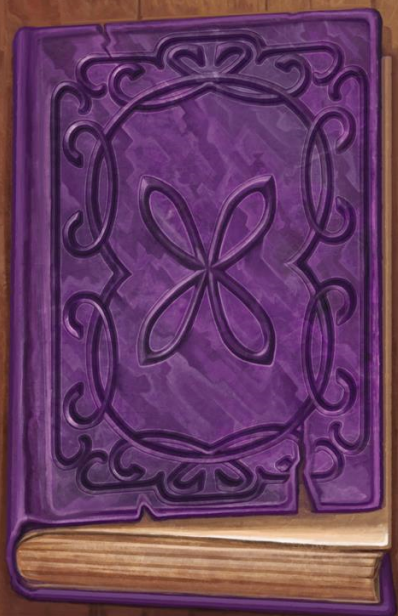
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Game Set






False Alarm









Rigged Dice






Dwarf





1 | 3 | 7 | 12 | 18 | 25 | 30


Dwarf





1 | 3 | 7 | 12 | 18 | 25 | 30

Textbook Traps

DURING THE
ROLL CALL PHASE,
SKIP PLACING YOUR
CREW TOKEN ON
YOUR TURN

The Art of Forgery

SUBSTITUTE
ONE RESOURCE
REQUIREMENT
WHEN MAKING
AN ITEM

The Art of Forgery


SUBSTITUTE
ONE RESOURCE
REQUIREMENT
WHEN MAKING
AN ITEM

Textbook Traps

DURING THE
ROLL CALL PHASE,
SKIP PLACING YOUR
CREW TOKEN ON
YOUR TURN




Heavily Armed

Immediately gain this card if you have the most  symbols showing (min 2).

8

AWARD


King of Shiny

Immediately gain this card if you have the most  symbols showing (min 2).

8

AWARD

Magic Fanatic

Immediately gain this card if you have the most  symbols showing (min 2).

8

AWARD


Mountain King

Immediately gain this card if you have the most Dwarf goons (min 2).

8

AWARD


Gym Rat

Immediately gain this card if you are the first player to have at least 4 Power ().

6

INSTANT


Hoarder

Immediately gain this card if you are the first player to have at least 3 Gold ().

6

INSTANT


Bookworm

Immediately gain this card if you are the first player to have at least 3 Tome cards ().

8

INSTANT

Fearsome

Immediately gain this card if you are the first player to have at least 4 Suspicion ().

8

INSTANT



Collector

After the final raid, all players gain ★6 for each set of DIFFERENT symbols on their goons and items.

END GAME

Beggar King

After the final raid, have the most items with a Reputation Value of 12 or less. ★8 ★4

END GAME

Scrapper

After the final raid, have the most items with a Scrap (📦) requirement.

★8 ★4

END GAME

Pickpocket

After the final raid, all players gain ★2 each item they have with a Reputation Value of 12 or less.

END GAME

Smith

After the final raid, have the most items with a Iron (📦) requirement.

★8 ★4

END GAME

Enchanter

After the final raid, all players gain ★2 for each item they have with a Potion (📦) requirement.

END GAME

Alchemist

After the final raid, have the most items with a Potion (📦) requirement.

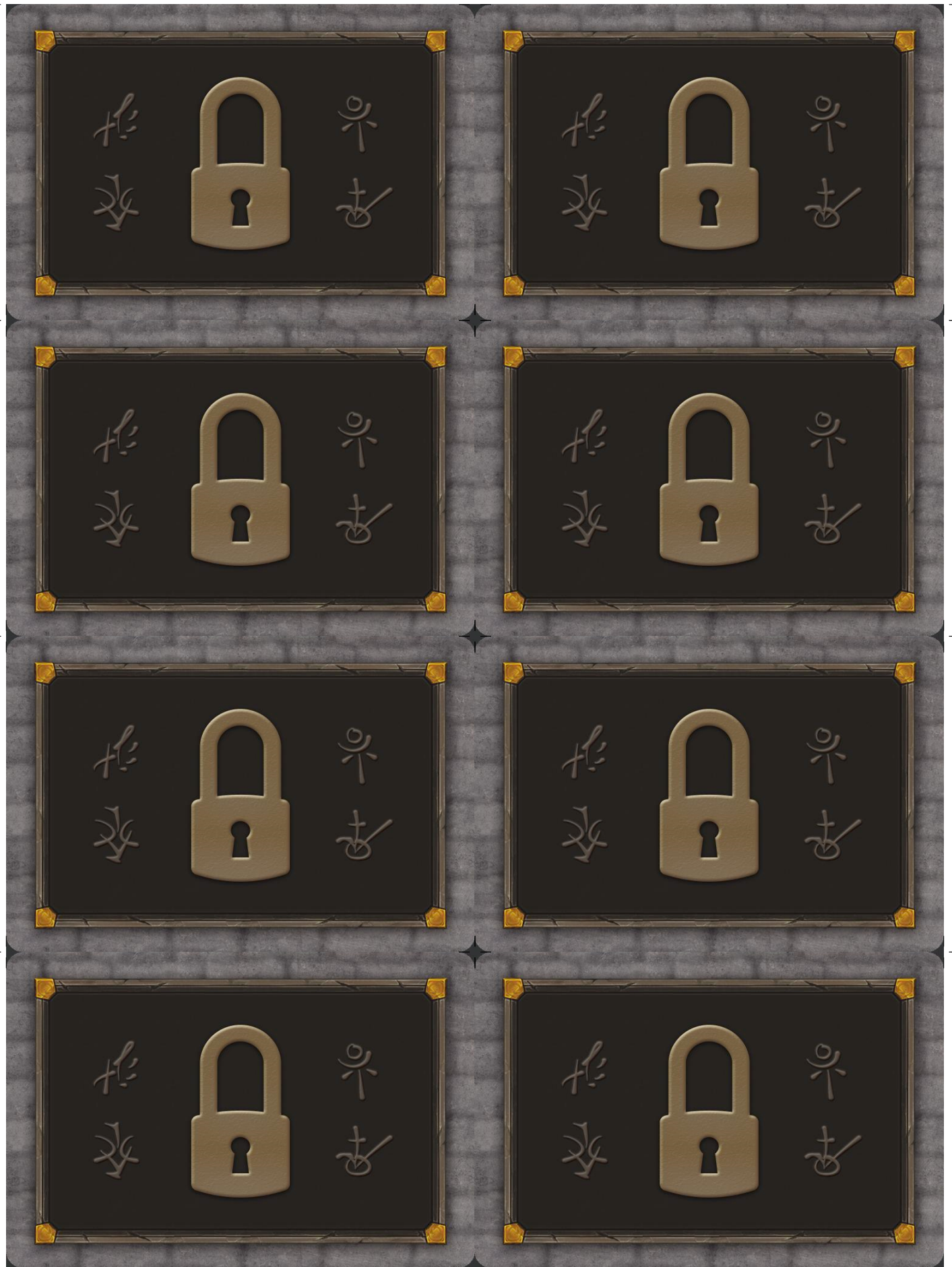
★8 ★4

END GAME

Dungeon Rioter

After the final raid, all players gain 1 | 3 | 6 | 8 | 12 Reputation for 1 | 2 | 3 | 4 | 5 DIFFERENT hired goons.

END GAME



00

1

2

3

4

5

6

7

99

98

97

96

95

94

93

92

91

90

Goon

4 Smithy

1st2nd

3 Infirmary

1st

Last



Goon

8

9

10

11

12

13

14

15



Goon

1 Exercise Yard

1st



2nd





5 Commissary

1st



2nd



...



1st

2nd

3rd

4th

3

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40



Goon

6 Chow Hall

1st → / → 2

2nd → / → 2

... 2 →

Item

Item Deck

89

88

87

86

85

84

83

82

81

80

79

78

77

76

75

74

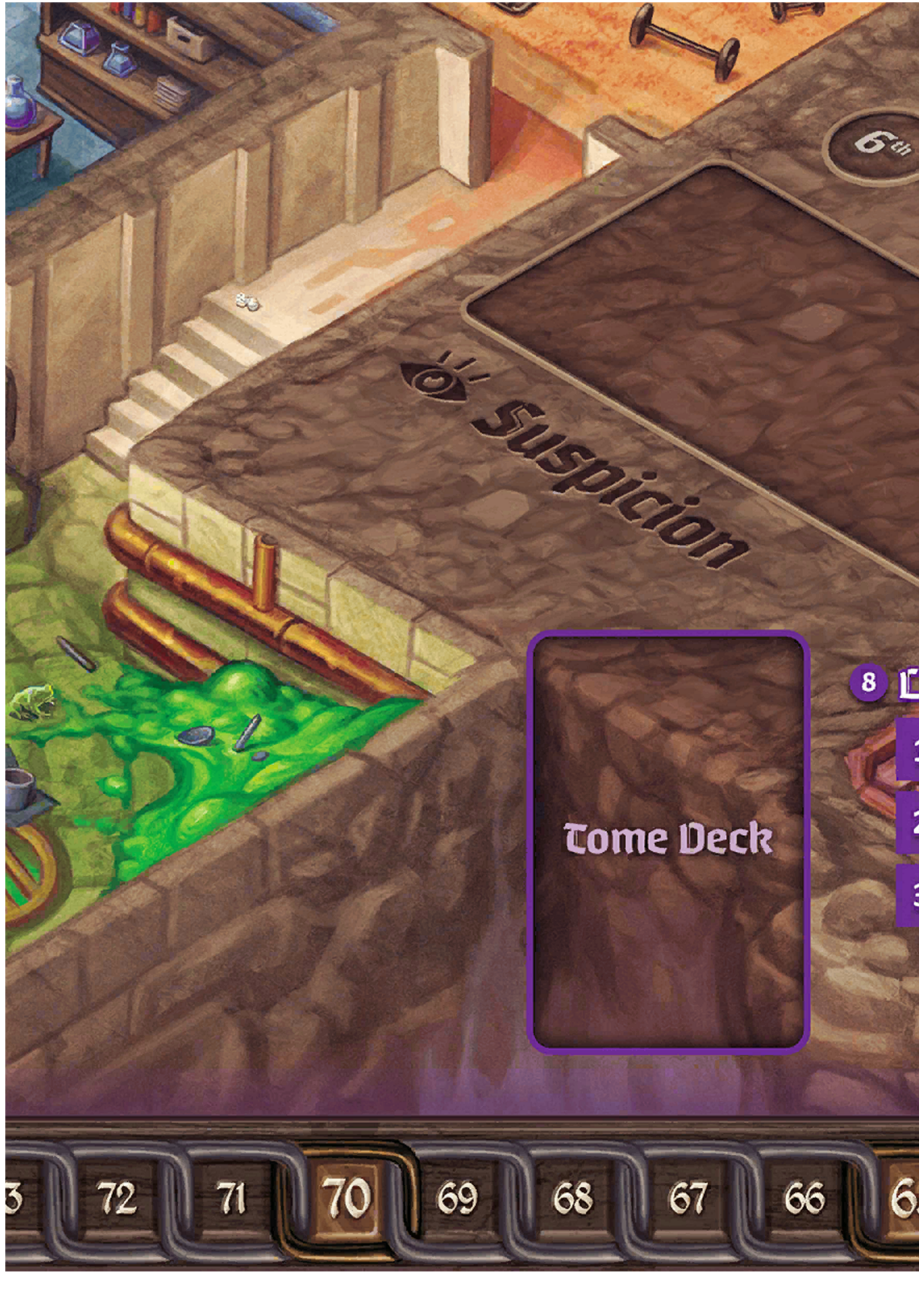
73

2 Sewers

1st2nd

...

**Goon**



Suspicion

6th

8

Tome Deck

3 72 71 70 69 68 67 66 65



7 Cell Block

1st, 2nd ...



Library

1st 2 → 1

2nd

3rd

Three book icons are shown, each with a number (1, 2, or 3) indicating its position or level. The books are purple with gold lettering.

5 64 63 62 61 60 59 58 5



Item

Item

Item

Item

iii - iiiii

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

Insectoids



Hagron's Hardbacks

Their motto during the war: "The best soldiers are born in their armor." Their motto now: "Dig silently. Kill anyone who learns of the tunnel."

Power

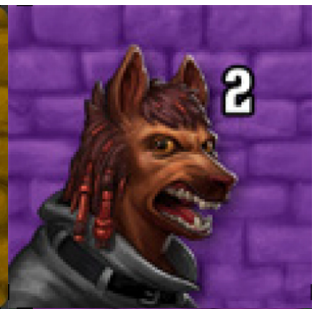


Suspicion



Items

Goons



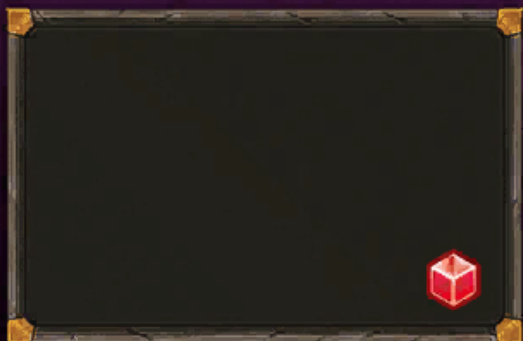
Gnolls



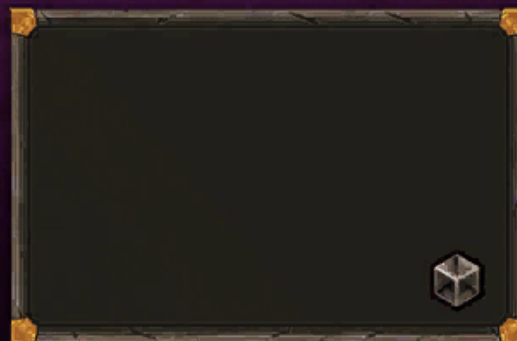
Seige Breakers

This elite unit broke into the toughest Dwarven strongholds during the war. Now they improvise gear to breach the walls of Kulbak Prison.

Power

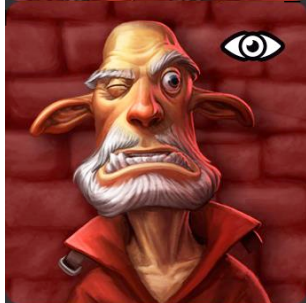


Suspicion



Items

Goons



Goblins



Fighting 87th

Surviving members of the 87th battalion of Goblin soldiers. They amuse themselves by pitting factions against each other, building tensions to spark a riot.



Power



Suspicion



Items

Goons

LOCKUP
A ROLL PLAYER TALE

LOCKUP
A ROLL PLAYER TALE

LOCKUP
A ROLL PLAYER TALE

LOCKUP
A ROLL PLAYER TALE

LOCKUP
A ROLL PLAYER TALE

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LOCKUP
A ROLL PLAYER TALE

LOCKUP
A ROLL PLAYER TALE

Bugbears

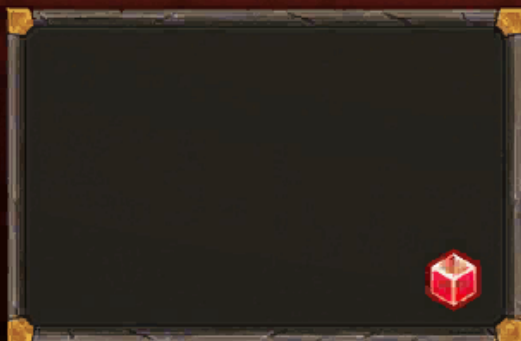


Tallclaw Assassins

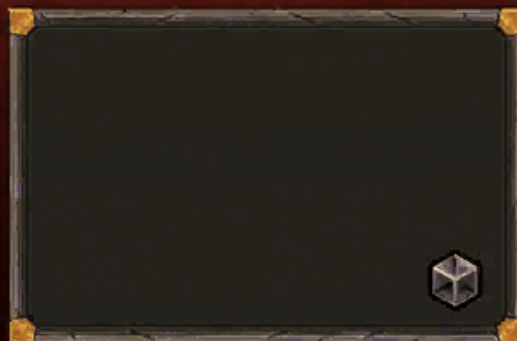
Proudly delivered the heads of Elvish nobility to the Demon General Murbik. They now conspire to claim the head of the Warden of Kulbak Prison.



Power



Suspicion



Items

Goons

LOCKUP

A ROLL PLAYER TALE

LOCKUP

A ROLL PLAYER TALE

LOCKUP

A ROLL PLAYER TALE

LOCKUP

A ROLL PLAYER TALE

LOCKUP

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A ROLL PLAYER TALE

LOCKUP

A ROLL PLAYER TALE

LOCKUP

A ROLL PLAYER TALE

Kobolds



Blackwing Raiders

Served under Grindel the Black, torching Orc and Human villages. Here they gather resources to summon another Great Dragon and burn Kulbak Prison to the ground.



Power



Suspicion



Items

Goons

Start
Player

Start
Player