3



Healing Salve

16



Psionic Stones

12



Skeleton Key

17



Numb Chucks

17



Dream Catcher

2 2

14



Ankh Shank

9



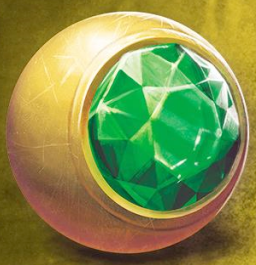
Pinky Ring

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

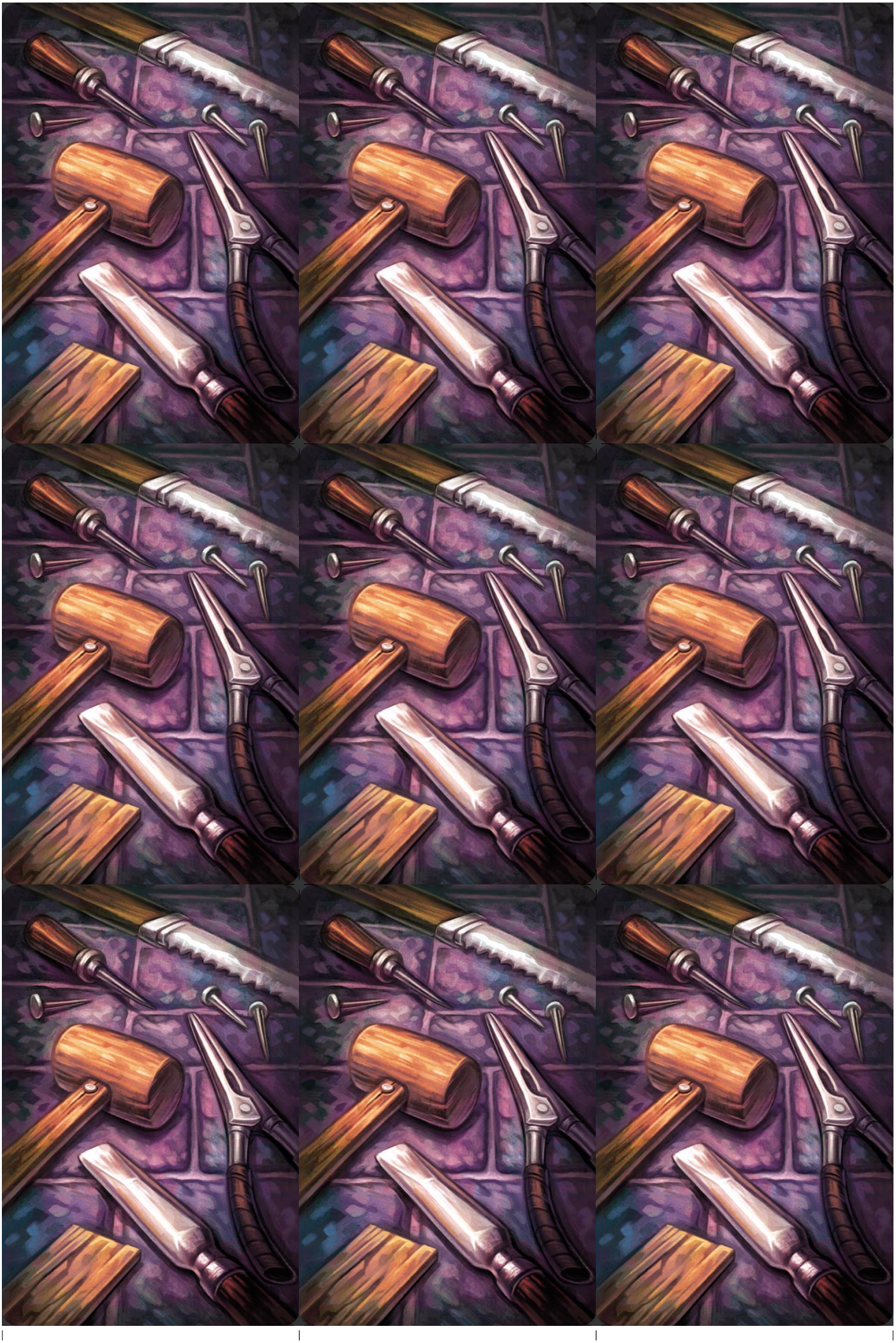


Jeweled Knuckles

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



2

★

-3 | 1 | 6 | 13 | 25

Ratman



★

-3 | 1 | 6 | 13 | 25

Ratman



2

★

-3 | 1 | 6 | 13 | 25

Ratman



★

-3 | 1 | 6 | 13 | 25

Ratman



★

-3 | 1 | 6 | 13 | 25

Cultist



2

Gain ★ for each item you have.

Dwarf



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

Demon



Gain ★★ for each you have.

Demon



Gain ★★ for each you have.

Ratman



-3 | 1 | 6 | 13 | 25

Ratman



-3 | 1 | 6 | 13 | 25

Dwarf



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

Dwarf

2



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


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



9



Game Set

19



False Alarm

3 2

6



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

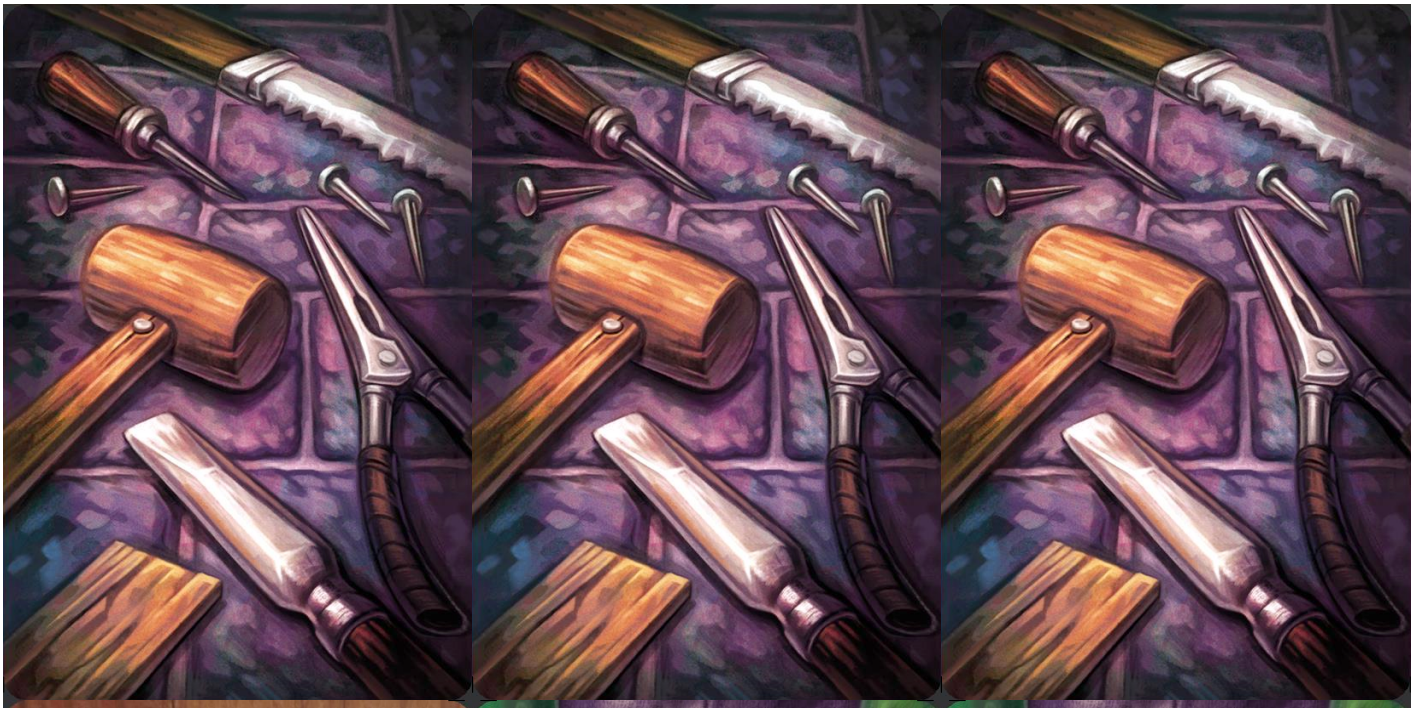
Substitute one resource requirement when making an item

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 of 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.

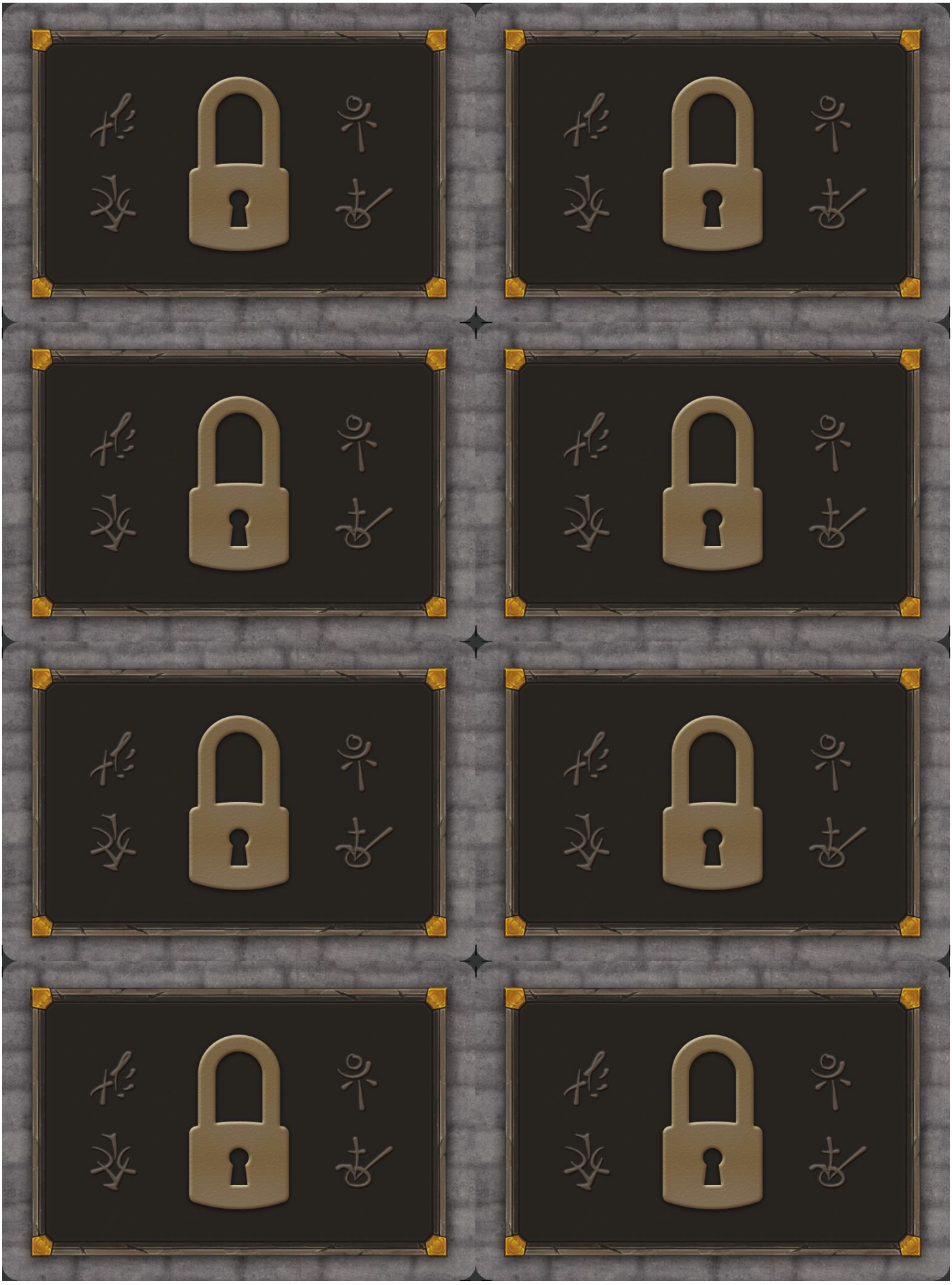
8 4

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



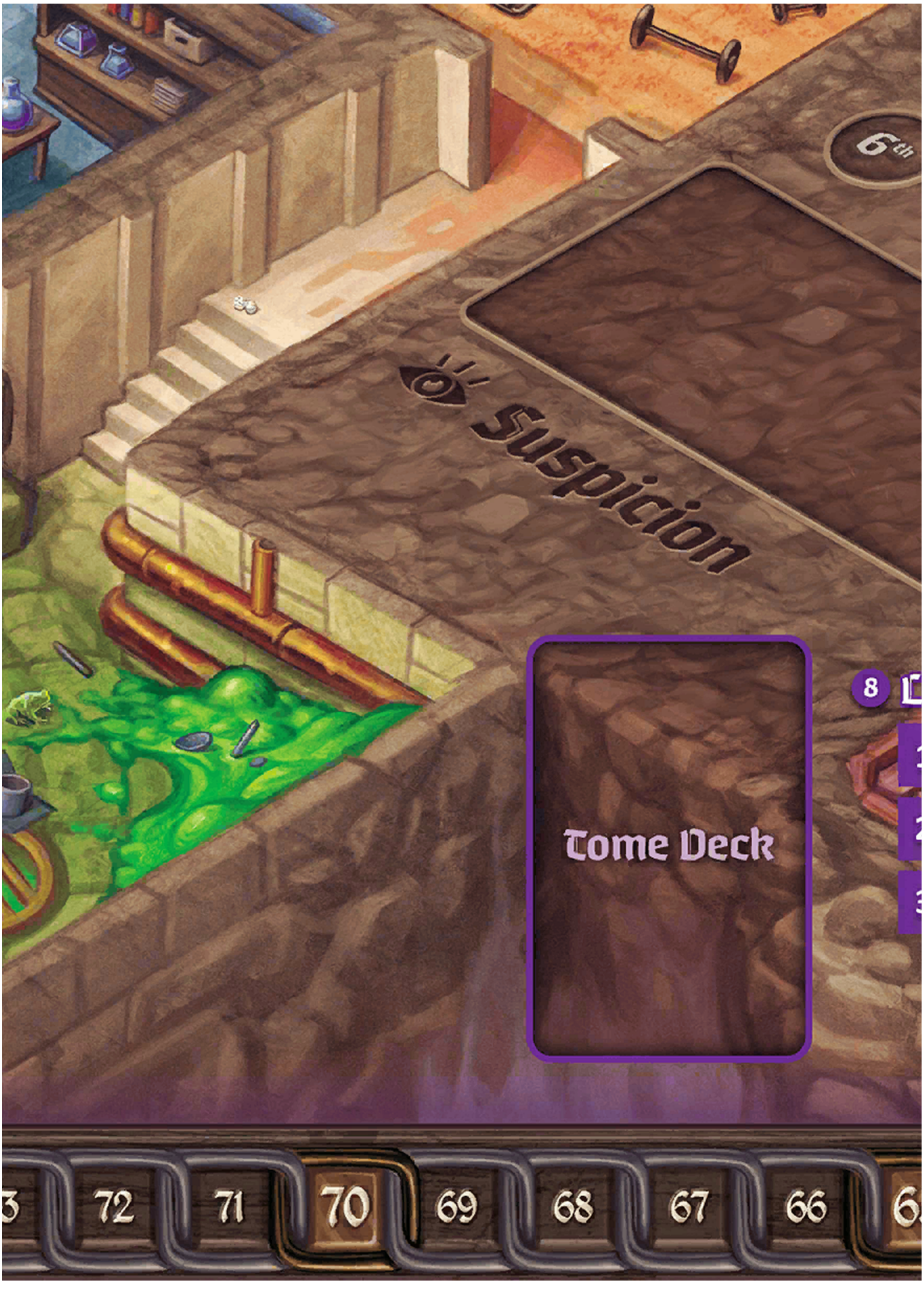

00
1
2
3
4
5
6
99
98
97
96
95
94
93
92
91
90
Goon
4 Smithy
1st
2nd
3 Infirmary
1st
Last
Goon

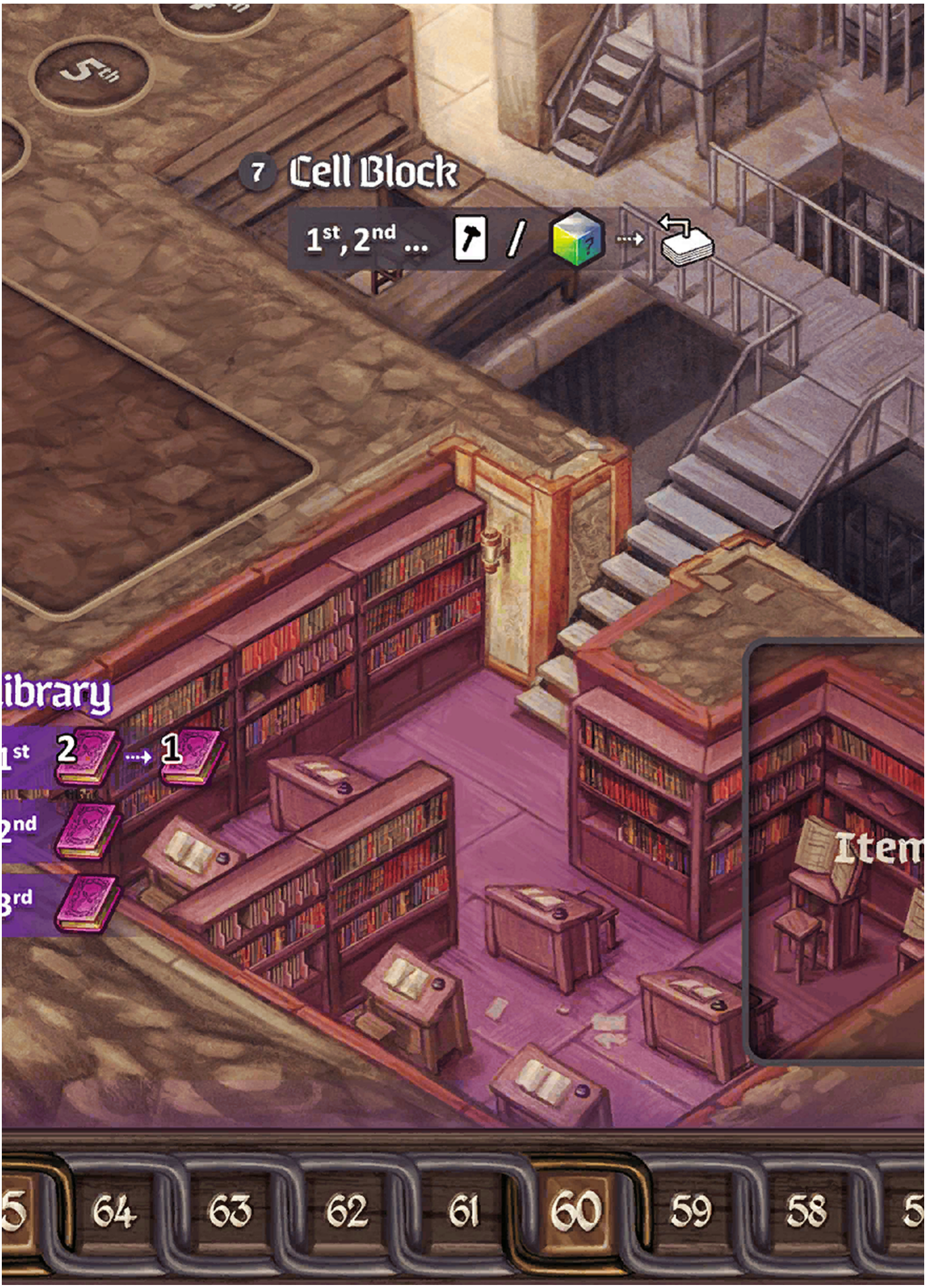

8
9
10
11
12
13
14
Goon
1 Exercise Yard
1st
2nd


16
17
18
19
20
21
22
5 Commissary
1st
2nd
...
2
1st
2nd
3rd


3
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
Goon
6 Chow Hall
1st
/ 4
2
2nd
/ 5
2
... 2
Item
Item Deck


89
88
87
86
85
84
83
82
81
80
79
78
77
76
75
74
2 Sewers
1st
iiii+
2nd
...
Goon


6th
Suspicion
Tome Deck
8
72
71
70
69
68
67
66


7 Cell Block
1st, 2nd ...
ibrary
1st 2 1
2nd
3rd
Item
5
64
63
62
61
60
59
58
5


Item
Item
Item
Item
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56

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."

Items

Goons

Power

Suspicion



Gnolls



Seige Breakers

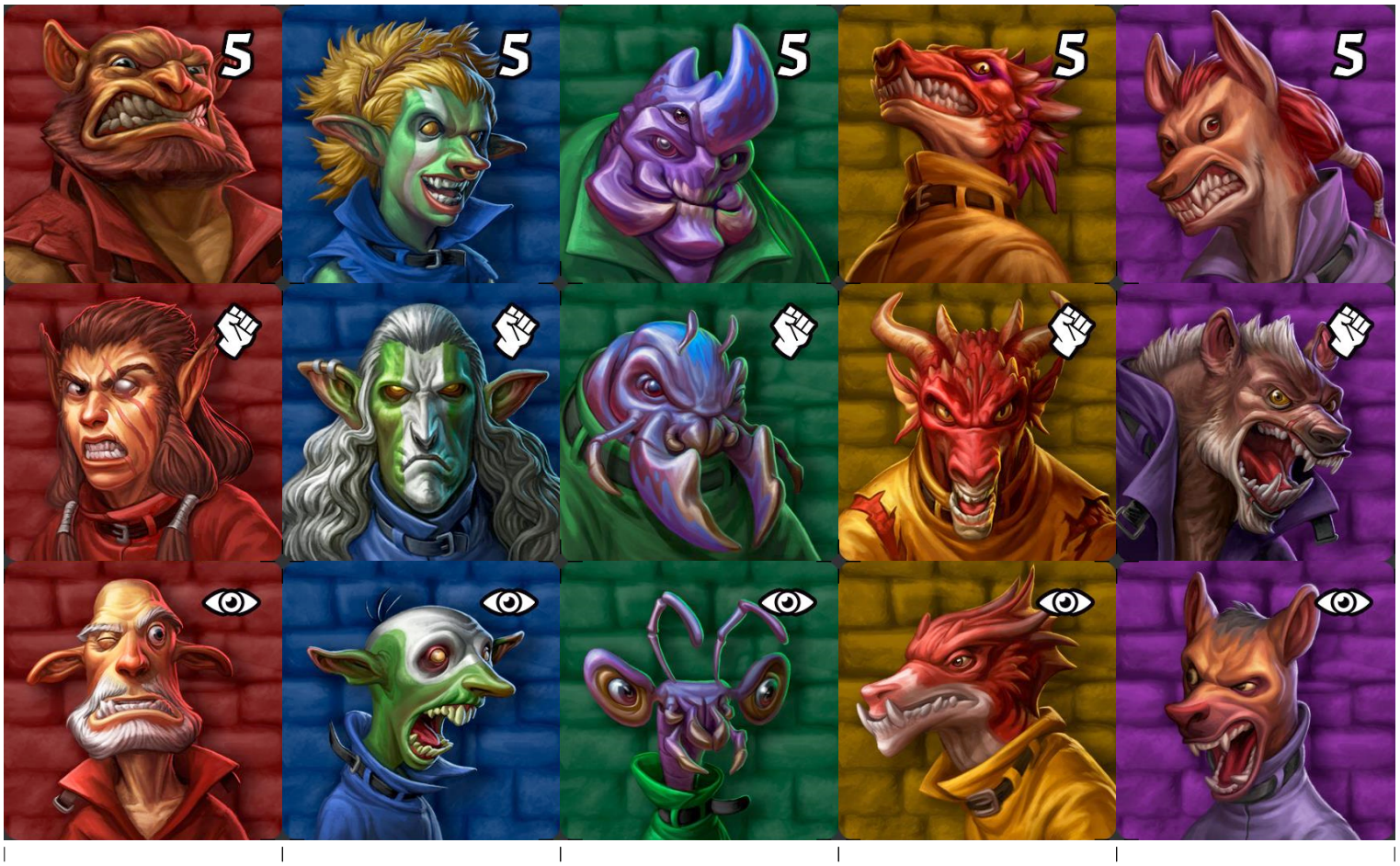
This elite unit broke into the toughest Dwarven strongholds during the war. Now they improvise gear to breach the walls of Kulbak Prison.

Items

Goons

Power

Suspicion



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.

Items

Goons

Power

Suspicion

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.

Items

Goons

Power

Suspicion



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.

Items

Goons

Power

Suspicion

Start Player

Start Player