

B1. Genies



Game Setup: 4 in bag, 4 in Lair
Round Setup: May be placed on Boats.

Effect: When you Dock a Boat containing one or more Rogues, you may move 1 small Good matching a Customer on that Boat from your supply to your Sale Shelf. If you choose not to, all other players draw 1 Corruption card, starting in clockwise order.

B2. Vigilantes



Game Setup: 2 in bag, 6 in Lair
Round Setup: May be placed on Boats.

Effect: When you Dock a Boat containing one or more Rogues, remove 1 Rogue from the Lair and place it into the Adventurer bag.

B3. Revolutionaries



Game Setup: 6 in bag, 0 in Lair
Round Setup: May be placed on Boats.

Effect: During Final Scoring, Corruption is worth positive Gold instead of negative, and Faction Icons are worth negative Gold instead of positive.

B4. Superbackers



Game Setup: 4 in bag, 3 in Lair
Round Setup: May be placed on Boats.

Effect: Increase the base Gold price of all Goods sold at a Dock containing a Rogue by 1. If there are multiple Rogues here, the price increases by 1 for each one present.

B5. Automatons



Game Setup: 5 in bag, 3 in Lair
Round Setup: May be placed on Boats.

Effect: When you Dock a Boat containing one or more Rogues, each player may optionally draw 1 Corruption card to activate any 1 Staff Ability on their Staff board per Rogue on the Boat. If a Boat that Docks contains multiple Rogues, each Staff Ability may be activated once at most, for a total cost of 1 Corruption. These chosen Staff Abilities do not require a hired townsfolk.



Game Setup:

Round Setup:

Effect:



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Round Setup:

Effect:



Game Setup:

Round Setup:

Effect: