

Name	Cost	Icons	Instant	Ongoing	Dropoff	Recruit/Trash	Type
Abbot	2	Cleric				None	Starter
Acolyte	3	Cleric & Trade			Flip a Debt or Deed	Discard a card	
Advocate	2	Noble		May Dismiss a Townsfolk from any section and not just adjacent to your Viscount		Rearrange your board	Gates
Antagonist	3	Two Criminal	Gain a Debt			Gain a Corruption	
Apprentice	1	Build & Trade		May move your Viscount 1 addiitonal space for free		Gain a Virtue	Gates
Architect	1	Build & Trade	Rearrange your board or discard two cards			Rearrange your board	
Aristocrat	2	Noble & Trade	Destroy or discard a card			Gain a Virtue	
Artisan	3	Build & Trade			Flip a Debt or Deed	Discard a card	
Artist	3	Noble		When taking a Noble action one Gold (only) may be used as 2 Noble icons		Discard a card	
Assassin	2	Criminal		Each two Trade icons maybe used as Noble icons when taking the Noble action	Refuse an Outsider gain a Corruption	Gain a Corruption	Gates
Benefactor	2	Two Trade		After you transcribe a Manuscript gain a Corruption		Gain 1 Virtue	
Bishop	3	Two Cleric				Gain a Debt	
Brawler	3	Criminal			Draw a Card, Gain a Silver and a Virtue	Shuffle	Gates
Brute	3	Criminal			Gain a Debt and Welcome an Outsider	Gain a Corruption	Gates
Charlatan	3	Two Build		After you Build gain a Corruption		Gain a Debt	
Chevalier	3	Noble & Trade			Flip a Debt or Deed	Discard a card	
Clergymen	1	Cleric & Trade		Each 2 silver maybe used as Cleric icons when transcribing a Manuscript		Rearrange your board	
Conspirator	2	Criminal			Gain a Virtue	Discard a card	
Courier	2	Three Trade	Shuffle or discard two cards			Shuffle	Townsfolk Promo
Courier	1	Three Trade	Destroy a card or discard two cards			Shuffle	
Custodian	2	Build & Trade		Draw a Card and Gain 1 Silver		Shuffle	Gates
Deacon	3	Cleric		After you transcribe a Manuscript destroy or dscard a card		Rearrange your board	
Deacon	2	Cleric		After you transcribe a Manuscript gain a Virtue		Gain a Virtue	
Deacon	2	Cleric		Gain a Stone or a Gold when you Transcribe a Manuscript		Shuffle	Dice Tower 2022 Promo
Deacon	1	Cleric		After you transcribe a Manuscript move your Viscount one or two places		Gain a Virtue	Keys
Dealer	3	Three Trade		Whenever you flip a Deed take a Resource of your choice		Gain a Virtue	Gates
Debt Collector	3	Criminal		When you flip a Debt also flip a Deed		Gain a Corruption	
Debt Collector	3	Criminal		When you flip a Debt recruit a visible Townsfolk or destroy a card		Gain a Corruption	
Debt Collector	2	Criminal		When you flip a Debt gain 1 silver and a Virtue		Gain a Corruption	
Debt Collector	2	Criminal		When you flip a Debt gain a resource of your choice		Gain a Corruption	
Debt Collector	2	Criminal		When you flip a Debt draw a card and Gain 1 Silver		Gain a Corruption	Keys
Defender	1	Build & Trade			Recruit a visible Townsfolk for free or destroy a card	Shuffle	
Devotee	3	Cleric			Gain a Deed or a Debt	Rearrange your board	Gates
Diplomat	1	Noble & Trade		Each 2 silver you spend maybe used as Noble icons when taking a Noble action		Rearrange your board	
Disciple	1	Cleric & Trade			Recruit a visible Townsfolk for free or destroy a card	Shuffle	
Enforcer	3	Two Noble		After you take the Noble action gain a Corruption		Gain a Debt	
Father	2	Cleric & Two Trade	Hire a Townsfolk			Shuffle	Gates
Ferryman	3	Cleric & Trade	Before moving perform a Trade or Gain 3 Silver			Discard a card	Keys
Financier	3	Trade	Discard a card gain 2 silver			None	Starter
Follower	1	Cleric	Gain a King's Order or Rearrange your Board			Shuffle	Gates
Foreman	2	Build & Trade	Destroy or discard a card			Gain a Virtue	
Friar	2	Cleric	Gain a Virtue			Gain a Virtue	
Gatekeeper	1	Noble & Trade	Rearrange your board or discard two cards			Rearrange your board	
Gatherer	1	Build	Gain a King's Order or Rearrange your Board			Shuffle	Gates
Goldsmith	2	Build		May Dismiss a Townsfolk from any section and not just adjacent to your Viscount		Rearrange your board	Gates
Grifter	3	Criminal & Noble	Gain a Corruption			Gain a Debt	Keys
Grifter	3	Criminal & Build	Gain a Corruption			Gain a Debt	Keys
Grifter	3	Criminal & Cleric	Gain a Corruption			Gain a Debt	Keys
Guildmaster	2	Build & Two Trade	Hire a Townsfolk			Shuffle	Gates
Herdsman	3	Three Trade		Hand size increased by 1		Rearrange your board	Gates
Huntsman	3	Noble & Trade	Before moving perform a Trade or Gain 3 Silver			Discard a card	Keys
Illusionist	1	Criminal	Rearrange your board or discard two cards			Rearrange your board	
Jeweller	2	Two Trade		After completing a Trade action gain a Virtue		Gain a Virtue	
Jeweller	2	Two Trade		After completing a rearrange your board or discard 2 cards		Shuffle	Keys
Jeweller	2	Two Trade		After completing a eithr Destroy or Discard a card		Discard a card	Keys
Journeyman	2	Two Trade			Hire any visible Townsfolk for free and gain one Virtue	None	Starter
Journeyman	2	Two Trade			Hire a Townsfolk for free and Gain one Virtue or Gain a Hero	None	Replacement Starter(Keys)
Keeper	2	Two Trade			Gain a Chest or Gain a Hero and draw and discard a card	Discard a card	Keys
Keeper	2	Two Trade			Gain a Chest or Gain a Hero and a resource of your choice	Discard a card	Keys
Keeper	2	Two Trade			Gain a Chest or Gain a Hero and 2 Silver	Discard a card	Keys
Keeper	2	Two Trade			Gain a Chest or Gain a Hero and Gain a Virtue	Discard a card	Keys
King Dan	1	Two Trade	Gain a resource of your choice			Shuffle	Townsfolk Promo
Knight	3	Noble			Gain a Deed or a Debt	Rearrange your board	Gates
Labourer	2	Build				None	Starter
Lender	1	Two Trade			Flip a Debt or Deed or Gain a Chest	None	Replacement Starter(Keys)
Lender	1	Two Trade			Flip a Debt or Deed	None	Starter
Lookout	1	Criminal	Recruit a visible Townsfolk for free or destroy a card			Shuffle	
Maiden	2	Noble & Two Trade	Hire a Townsfolk			Shuffle	Gates
Mason	1	Build & Trade		Whenever you Build gain a Build icon for each 2 Silver you pay		Rearrange your board	
Meddler	2	Criminal			Gain a Deed and a Debt	Gain a Corruption	
Messenger	1	Noble & Trade		May move your Viscount 1 addiitonal space for free		Gain a Virtue	Gates
Miner	2	Build	Gain a Virtue			Gain a Virtue	

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Missionary	3	Cleric & Trade			Gain 2 Inkwells	Discard a card	
Missionary	2	Cleric & Trade	Gain an Inkwell			Discard a card	
Overseer	3	Noble		After you perform a Noble action destroy or discard a card		Rearrange your board	
Overseer	2	Noble		After you perform a Noble action gain a Virtue		Gain a Virtue	
Overseer	2	Noble		Gain 1 Inkwell or 1 Stone when performing a Noble Action		Shuffle	Dice Tower 2022 Promo
Overseer	1	Noble		After you perform a Noble action move your Viscount one or 2 spaces		Gain a Virtue	Keys
Partisan	2	Cleric		May Dismiss a Townsfolk from any section and not just adjacent to your Viscount		Rearrange your board	Gates
Pastor	1	Cleric & Trade	Rearrange your board or discard two cards			Rearrange your board	
Patron	3	Noble & Trade			Gain 2 Gold	Discard a card	
Patron	2	Noble & Trade	Gain a Gold			Discard a card	
Peddlar	2	Three Trade		Whenever a Collision occurs, Gain a King's Order		Gain a Virtue	Gates
Peddlar	2	Three Trade		When any player resolves a Collision gain 1 Inkwell		Gain 1 Virtue	
Peddlar	2	Three Trade		When any player resolves a Collision gain 1 Gold		Gain 1 Virtue	
Peddlar	2	Three Trade		When any player resolves a Collision gain 1 Stone		Gain 1 Virtue	
Peddlar	1	Three Trade		When any player resolves a Collision gain 2 Silver		Discard a card	
Pickpocket	1	Criminal	Destroy a card or gain 2 Silver			Discard a card	
Pilgrim	1	Cleric & Trade		May move your Viscount 1 additional space for free		Gain a Virtue	Gates
Priest	3	Cleric		When transcribing a Manuscript you may count one Inkwell only as 2 Cleric icons		Discard a card	
Princess	2	Noble	Gain a Virtue			Gain a Virtue	
Principi	2	Two Trade			Gain 4 Silver	Shuffle	Promo
Proffiteer	1	Criminal	Before moving perform a Trade or Gain 3 Silver			Discard a card	Keys
Proprietor	3	Build			Gain a Deed or a Debt	Rearrange your board	Gates
Racketeer	2	Criminal		When you gain a Debt destroy or discard a card		Shuffle	
Racketeer	1	Criminal		When you gain a Debt rearrange your board or discard a card		Shuffle	
Savage	1	Criminal	Gain a King's Order or Rearrange your Board			Discard a card	Gates
Scoundrel	1	Criminal	Gain a Gold			Discard a card	
Scoundrel	1	Criminal	Gain an Inkwell			Discard a card	
Scoundrel	1	Criminal	Gain a Stone			Discard a card	
Sculptor	3	Build		When performing a Build action one Stone (only) maybe used as if it were two Build icons		Discard a card	
Smithy	3	Build & Trade	Before moving perform a Trade or Gain 3 Silver			Discard a card	Keys
Squire	2	Noble				None	Starter
Stonemcutter	3	Build & Trade			Gain 2 Stone	Discard a card	
Stonemcutter	2	Build & Trade	Gain 1 Stone			Discard a card	
Street Urchin	3	Criminal		Hand size increased by 1		Rearrange your board	Gates
Strongman	2	Two Trade		When taking a Build action you may count each 2 Trade icons as one Build icon			NOTE #1
Swindler	3	Criminal			Gain 2 Stone	Gain a Corruption	
Swindler	3	Criminal			Gain 2 Gold	Gain a Corruption	
Swindler	3	Criminal			Gain 2 Inkwells	Gain a Corruption	
Teacher	2	Cleric & Trade			Draw a Card and Gain a Silver	Shuffle	Gates
Thief	1	Criminal			Gain a Debt and a silver	None	Starter
Tinker	2	Cleric & Noble			Gain 1 Stone	Gain a Virtue	
Tinker	2	Build & Cleric			Gain 1 Gold	Gain a Virtue	
Tinker	2	Build & Noble			Gain 1 Inkwell	Gain a Virtue	
Tinker	2	Cleric & Noble			Gain 2 Silver	Rearrange your board	Keys
Tinker	2	Build & Cleric			Gain 2 Silver	Rearrange your board	Keys
Tinker	2	Noble & Build			Gain 2 Silver	Rearrange your board	Keys
Trader	1	Trade		Discard a Card and Gain 1 Silver after performing a Trade action		None	Replacement Starter(Keys)
Trader	1	Trade		Gain 1 silver after performing a Trade action		None	Starter
Traitor	1	Criminal			Gain 3 Silver	Gain a Corruption	Gates
Traitor	2	Criminal	Gain a resource of your choice			Shuffle	
Traveller	2	Two Trade		When transcribing a manuscript you may count each 2 Trade icons as one Cleric icon			NOTE #1
Trickster	3	Criminal			Flip a Debt or Deed	Gain a Corruption	
Vagrant	1	Criminal		May Dismiss a Townsfolk from any section and not just adjacent to your Viscount		Rearrange your board	Gates
Vicar	2	Cleric & Trade	Destroy or discard a card			Gain a Virtue	
Watchman	1	Noble & Trade			Recruit a visible Townsfolk for free or destroy a card	Shuffle	
Wayfarer	1	Noble	Gain a King's Order or Rearrange your Board			Shuffle	Gates
Weaver	2	Build & Trade			Draw a Card and Gain a Silver	Shuffle	Gates
Woodcutter	2	Build		Gain a Gold or an Inkwell when you take a Build Action		Shuffle	Dice Tower 2022 Promo
Woodcutter	1	Build		After you Build move your Viscount one or two spaces		Gain 1 virtue	Keys
Woodcutter	2	Build		After you Build gain a Virtue		Gain 1 virtue	
Woodcutter	3	Build		After you Build destroy or discard a card		Rearrange your board	

NOTES #1

When in play the ongoing abilities of these cards may be used when dismissing a Townsfolk from the board to count their Trade icons in the 2 Trade for 1 icon per the in play card