

Name	Cost	Icons	End Game	Recruit/Trash	Type
Adventurer	2	Three Trade	Gain 1 VP for each set of Build, Cleric and Noble symbols	Gain 2 Corruption and Gain a Hero card	Collector's Box Outsider
Advocate	3	Noble & Trade	Gain 1vp lus 1VP for each Hero and Outsider in their deck	Gain a Debt and a Chest tile	Collector's Box Outsider
Assassin	3	Build & Trade	Discard 2 Debts or Gain a Flipped Deed	Gain a Corruption and Three Stone	Gates Outsider
Carpenter	3	Noble & Trade	Gain 1 VP per Building Link (building on both sides)	Gain 2 Corruption and Place 2 Workers in the Castle	Gates Outsider
Champion	3	Cleric & Trade	Gain 1 VP for each wedge in the castle where you have more workers than all other players (1st and 2nd levels combined)	Gain a Corruption and Flip a Debt	Gates Outsider
Envoy	1	Build & Trade	Counts as plus 1 Ribbon for any one type when scoring	Gain a Corruption and Flip a Debt	Gates Outsider
Envoy	1	Noble & Trade	Counts as plus 1 Ribbon for any one type when scoring	Gain a Corruption and gain two Resources of your choice	Gates Outsider
Guardian	3	Build & Trade	Gain 5VP if you have built all 3 Guildhalls	Gain 2 Corruption and Build a Building	Gates Outsider
Guardian	1	Noble & Trade	Gain 4VP if you have built all 3 Workshops	Gain a Corruption and Hire upto Two Townsfolk for free	Gates Outsider
Guardian	2	Cleric & Trade	Gain 4VP if you have built all 3 Trading Posts	Gain a Corruption and Three Gold	Gates Outsider
Hunter	1	Cleric & Trade	Gain 1 VP per every 3 resources	Gain 4 Silver	Gates Outsider
Mercenary	3	Noble & Trade	Gain 1VP for each of your worker in the centre of the Castle	Gain a Corruption and a Deed	Gates Outsider
Mercenary	2	Build & Trade	Gain 1VP for each of your worker in the 2nd Level of the Castle	Gain a Corruption and Hire upto Two Townsfolk for free	Gates Outsider
Mercenary	1	Cleric & Trade	Gain 1VP for each of your workers in the 1st Level of the Castle	Gain a Corruption and a Deed	Gates Outsider
Outrider	3	Noble & Trade	Gain 1VP for each segment of the board where you have built a building	Gain a free visible level 3 or 4 Manuscript from the board and Gain a Debt	Gates Outsider
Protector	2	Criminal	Unpaid debts you own cost one less VP at game end	Welcome an Outsider for free and Gain a Debt	Gates Outsider
Rogue	1	Two Noble	Flip a Deed or Debt	Gain a Corruption and Three Gold	Gates Outsider
Rogue	1	Cleric	Flip a Deed or Debt	Gain a Corruption and Three Inkwells	Gates Outsider
Rogue	1	Two Build	Flip a Deed or Debt	Gain a Corruption and Three Stone	Gates Outsider
Scholar	2	Build & Trade	Gain 1 VP plus 1 VP for each black ribbon	Gain a free visible level 3 or 4 Manuscript from the board and Gain a Debt	Gates Outsider
Scholar	1	Cleric & Trade	Gain 1 VP plus 1 VP for each yellow ribbon	Gain 2 Corruption and Build a Building	Gates Outsider
Scholar	3	Three Trade	Gain 1 VP plus 1 VP for each grey ribbon	Gain a Corruption and Gain 2 Virtue	Gates Outsider
Scholar	3	Noble & Trade	Gain 1 VP plus 1 VP for each blue ribbon	Gain 2 Corruption and Place 2 Workers in the Castle	Gates Outsider
Shieldmaiden	2	Build & Trade	Gain 4VP if the player has 3 Chest tiles	Gain a Debt and a Chest tile	Collector's Box Outsider
Translator	3	Three Trade	Gain 3VP per set of ribbons of each colour	Gain a Corruption and Gain a Deed	Gates Outsider
Tyrant	3	Criminal	Gain 3VP	Gain a Corruption and Flip a Deed	Gates Outsider
Vigilante	1	Cleric & Trade	Gain 1VP for each Hero card in that player's deck	Gain 2 Corruption and Gain a Hero card	Collector's Box Outsider
Warrior	1	Three Trade	Gain 1VP plus 1VP per Outsider in your deck	Gain a Corruption and Flip a Deed	Gates Outsider