

CULTIVATOR



*Immediately gain 1F per
red annex you have built,
including this one.*

VEGETABLE GARDEN

CULTIVATOR



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VEGETABLE GARDEN

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VEGETABLE GARDEN

MECHANIC



From now on, play 1 fewer accomplice to perform the Build an Annex action.

MECHANIC



From now on, play 1 fewer accomplice to perform the Build an Annex action.

WORKSHOP

MECHANIC



From now on, play 1 fewer accomplice to perform the Build an Annex action.

MECHANIC



From now on, play 1 fewer accomplice to perform the Build an Annex action.

DISTILLER



*At the end of each round,
do not pay the wages for
one of the accomplices in
your hand.*

DISTILLERY

DISTILLER



*At the end of each round,
do not pay the wages for
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DISTILLERY

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*At the end of each round,
do not pay the wages for
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DISTILLERY

GARDENER



GARDENS

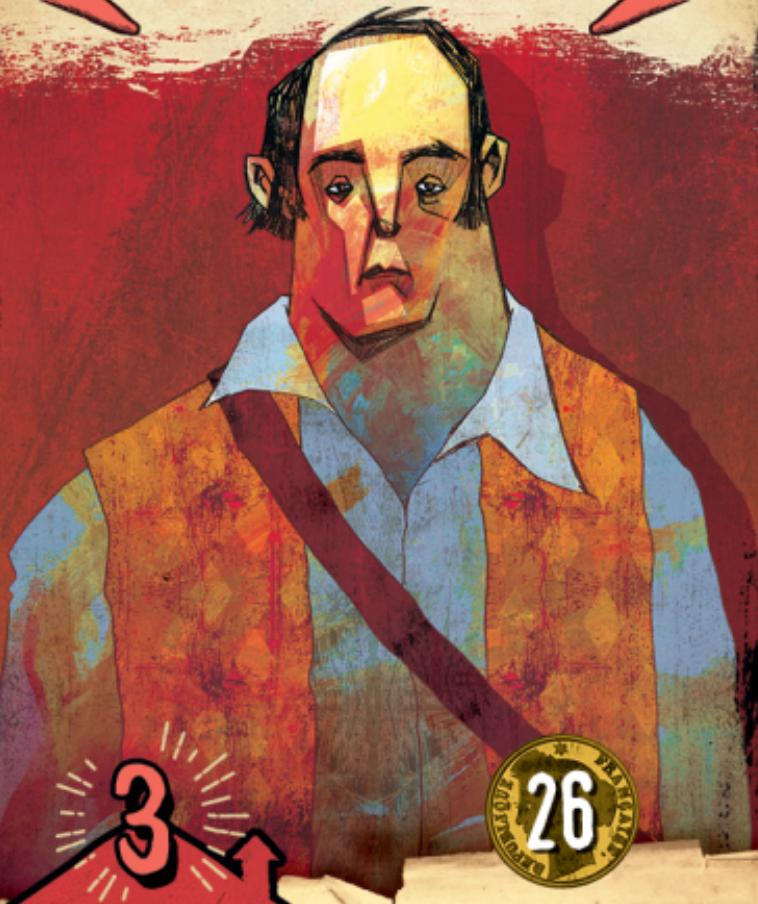
*At the end of each round,
gain an additional 2F
during the Travelers Leave
phase.*

LANDSCAPER



Immediately gain 4F.
At the end of the game, gain 4F per red card in the Exit Stack.

BUTCHER



From now on, you can kill as many travelers as you want in one Kill a Guest action.

BUTCHER SHOP

NEWSBOY



*Immediately gain 1F
per blue annex you have
built, including this one.*

NEWSBOY



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NEWSBOY



*Immediately gain 1F
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REPRESENTATIVE



From now on, play 1 fewer accomplice to perform the Bribe a Guest action.

REPRESENTATIVE



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REPRESENTATIVE



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REPRESENTATIVE



From now on, play 1 fewer accomplice to perform the Bribe a Guest action.

CONCIERGE



Immediately place a Room Service token next to a Key token. From now on, when a Guest rents this room, immediately gain money equal to his rank.

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CONCIERGE



Immediately place a Room Service token next to a Key token. From now on, when a Guest rents this room, immediately gain money equal to his rank.

GROCER



3



Immediately gain 4F. At the end of the game, gain 4F per blue card in the Exit Stack.

SHOPKEEPER



From now on, you can bribe as many travelers as you want in one Bribe a Guest action.

BREWER



*From now on, you can
bribe up to four peasants
simultaneously in one Bribe
a Guest action.*

BARON



Immediately gain 4F.

LARGE CHANDELIER

BARON



Immediately gain 4F.

LARGE CHANDELIER

BARON



Immediately gain 4F.

LARGE CHANDELIER

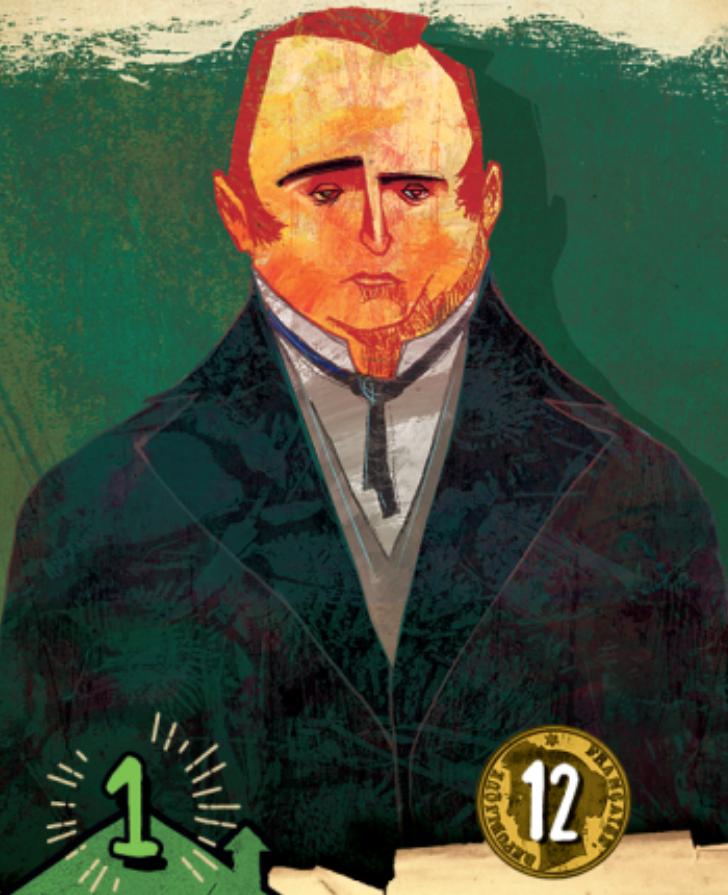
BARON



Immediately gain 4F.

LARGE CHANDELIER

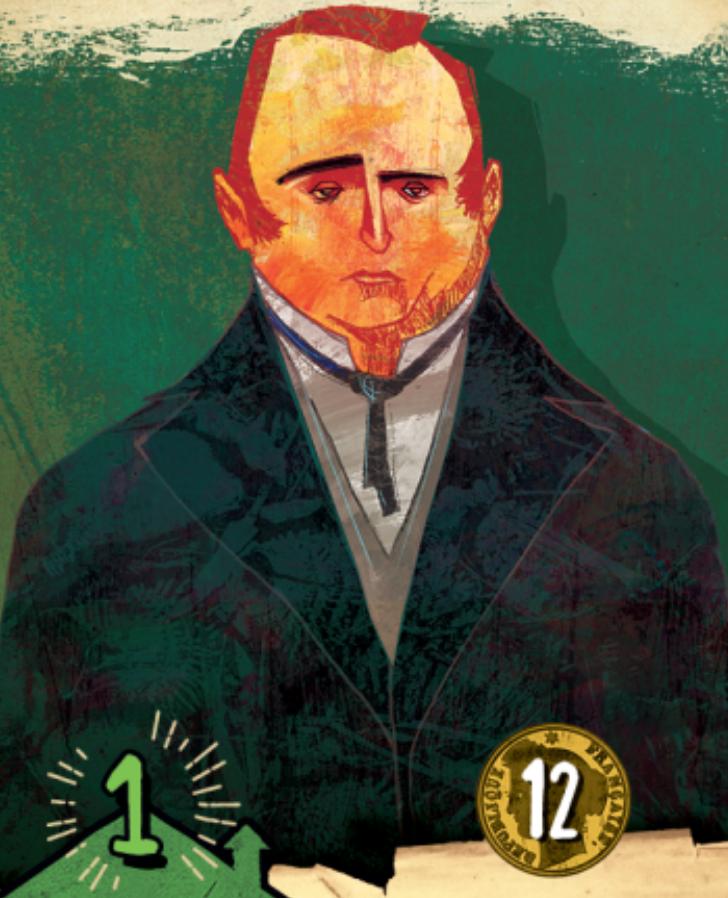
VISCOUNT



Immediately gain 6F.

KING SIZE BED

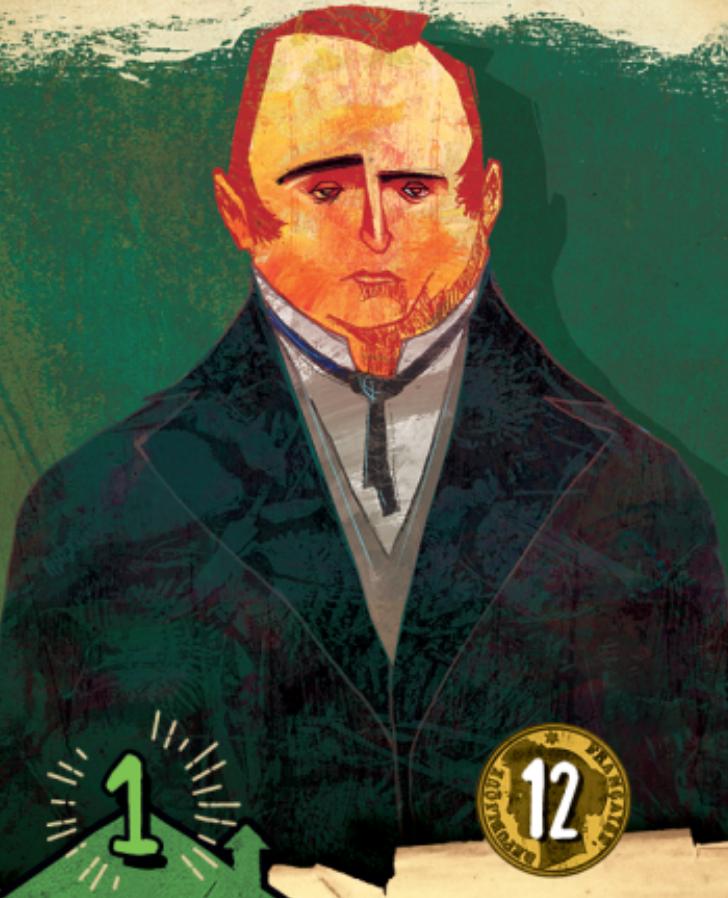
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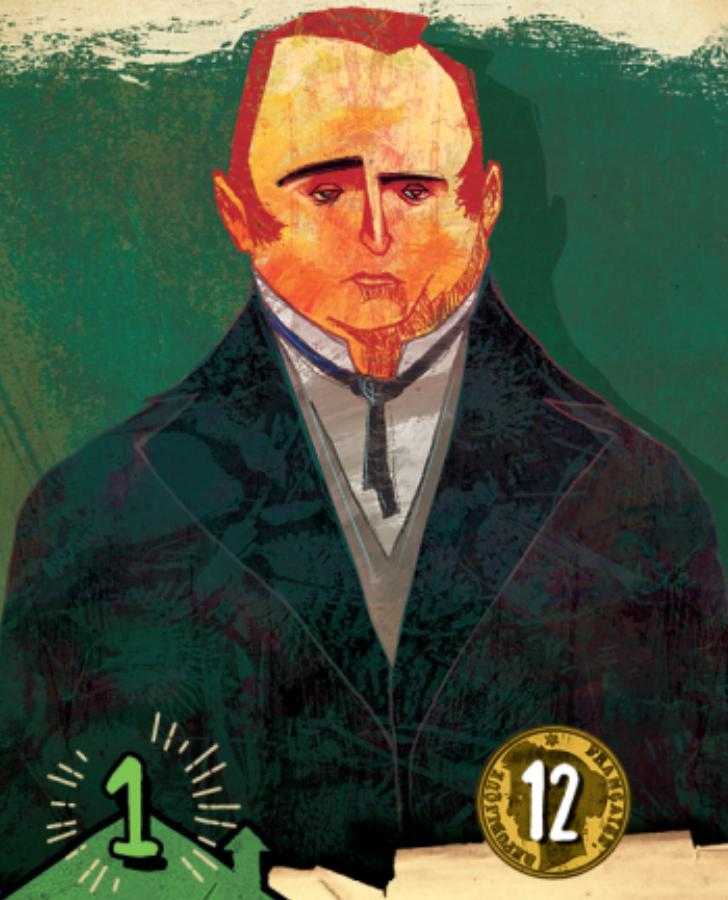
VISCOUNT



Immediately gain 6F.

KING SIZE BED

VISCOUNT



Immediately gain 6F.

KING SIZE BED

COUNT



Immediately gain 9F.

COUNT



Immediately gain 9F.

COUNT



Immediately gain 9F.

DINING ROOM

DUKE



Immediately gain 4F. At
the end of the game, gain
4F per green card in the Exit
Stack.

PRINCE



*At the end of the game, gain
3F per check you have.*

MARQUIS



Immediately gain 18F.

PEACEKEEPER



PEACEKEEPER



PEACEKEEPER



PEACEKEEPER



BRIGADIER



BRIGADIER



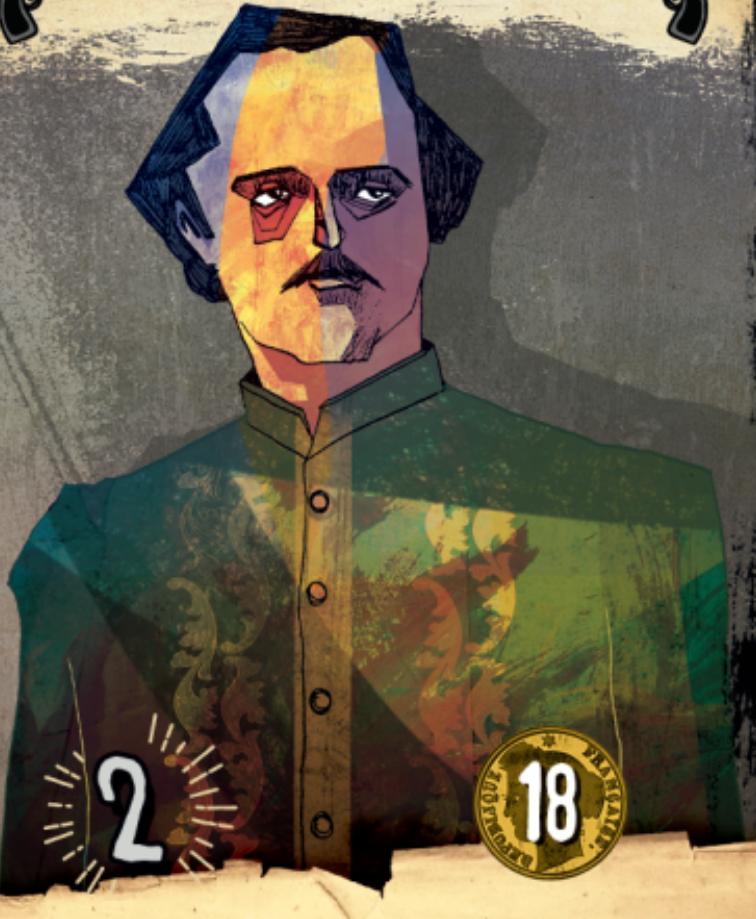
BRIGADIER



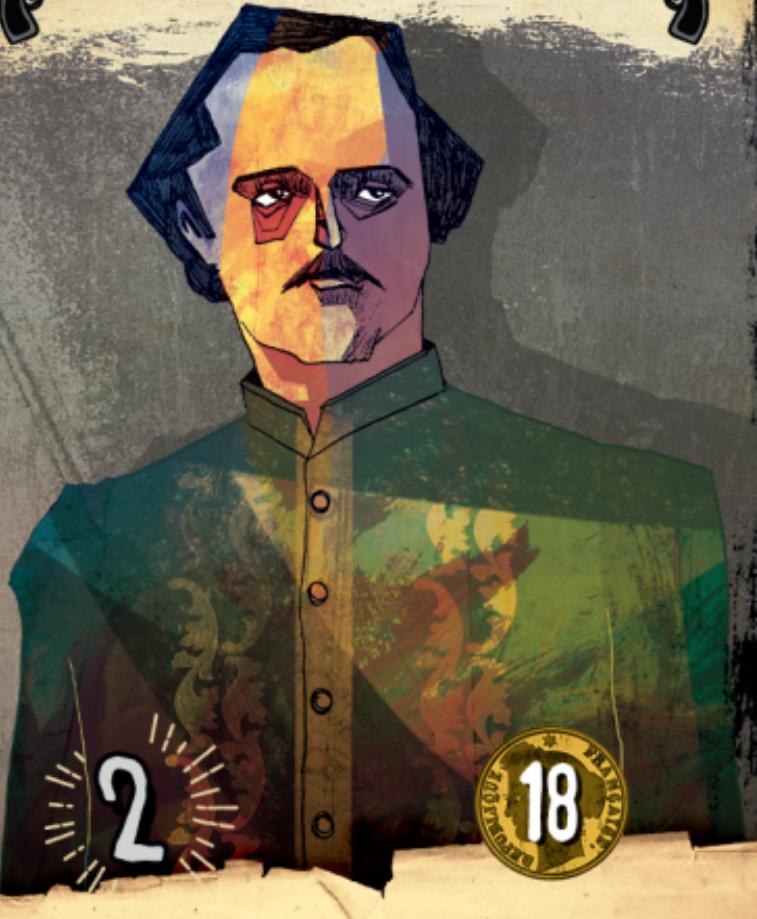
BRIGADIER



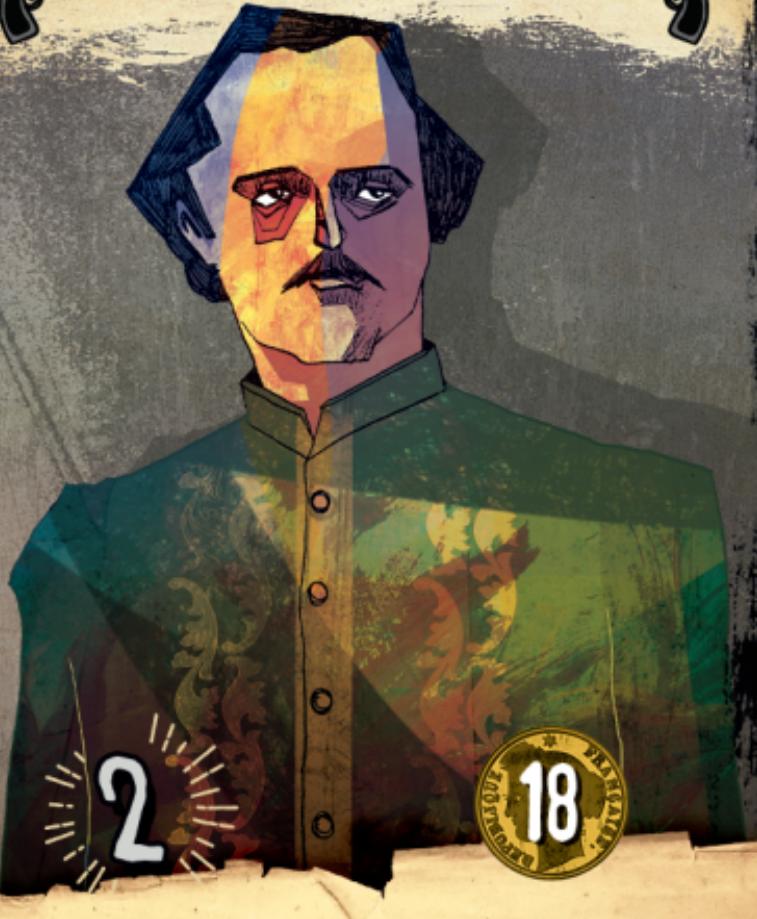
BRIGADIER CHIEF



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MAJOR



MAJOR



MAJOR



NOVICE



*Immediately gain 1F per purple annex you have built,
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NOVICE



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MONK



**Immediately replace one of
the white Key tokens with
one of your Key tokens.**

MONK



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the white Key tokens with
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BEDROOM

MONK



**Immediately replace one of
the white Key tokens with
one of your Key tokens.**

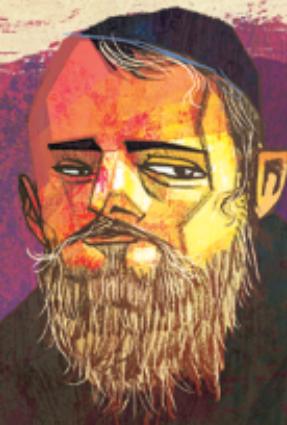
MONK



**Immediately replace one of
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one of your Key tokens.**

BEDROOM

ABBOT



2

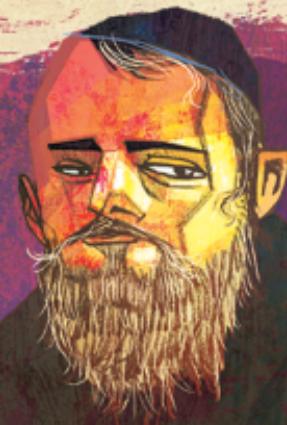
-1

CELLAR



From now on, play 1 fewer accomplice to perform the Bury a Corpse action.

ABBOT



2

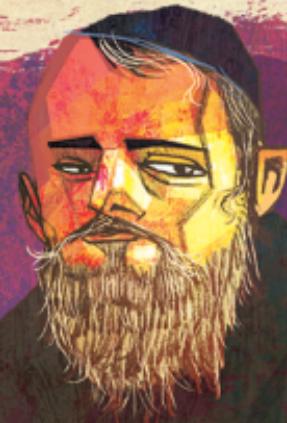
-1

CELLAR



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ABBOT



2

-1

CELLAR



From now on, play 1 fewer accomplice to perform the Bury a Corpse action.

PRIEST



3



CHAPEL



From now on, you are not required to discard accomplices of the other types when you play them to perform a Bury a Corpse action.

BISHOP



3



BISHOPRIC

*Immediately gain 4F. At
the end of the game, gain
4F per purple card
in the Exit Stack.*

ARCHBISHOP



*From now on, you can bury
as many corpses as you
want in one Bury a Corpse
action.*

CRYPT

PEASANT



PEASANT



PEASANT



PEASANT



PEASANT



PEASANT



PEASANT



PEASANT



PLAYER AID CARD

Phase 1 – Welcome Travelers

Phase 2 – Player Actions (*2 action rounds*)



BRIBE A GUEST: Take 1 traveler or 2 peasants from the inn into your hand.



BUILD AN ANNEX: Place an accomplice from your hand on the table (*living side*).



KILL A GUEST: Place a guest from the inn on the table (*dead side*).



BURY A CORPSE: Tuck a corpse under an annex.

PASS: Do nothing or launder money.

Phase 3 – End of Round

- Police Investigation
- Travelers Leave
- Pay Wages



This player aid card is a rank-1 annex, so you can bury a corpse under it.

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