

A Proper Lair

You may have 1 additional Character in your crew.

Black Market Contacts

After your discard phase, draw two Scheme cards.

Cursed Icon

When you are betrayed, halve the value of betrayal cards played by other players. This has no effect on the Magnificent Betrayal card.

Gambler's Shrine

You may pay 1 Coin to reroll a die rolled by you.

Grudge Knives

After Moment of Truth cards are laid out face-down, but before they have been revealed, you may declare that the card you played is a value 6 betrayal card. Treat the card in all respects as a betrayal, including discarding it after Moment of Truth.

Hidden Vault

Your Coins cannot be stolen from you by any means.

Legitimate Investments

This card counts as 4 Coins when determining score at the end of the game.

Little Black Book

Increase your hand limit by 2 Scheme cards.

Necronomicon

You may stage heists on the Graveyard as though it were the Jail, defended by the Jailor.

Sacred Chalice

If one of your non-exhausted Characters would be killed, that Character is exhausted instead.

Thief-Maker

Whenever you fail a Defense challenge, gain 1 additional Coin.

Writ of Pardon

You may recruit from the Jail as though it were the recruitment pool.