

STAGE 1

LORD'S MANOR

NOBLE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER ARRESTED
- 2: CHARACTER EXHAUSTED
- X: CHARACTER KILLED

8 COIN

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STAGE 2

COUNTRY ESTATE

NOBLE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER EXHAUSTED
- 2: CHARACTER KILLED
- X: CHARACTER KILLED

11 COIN
1 TREASURE

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STAGE 3

THE KING'S PALACE

NOBLE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER ARRESTED
- 2: CHARACTER ARRESTED
- X: CHARACTER KILLED

14 COIN
1 TREASURE

PALACE GUARD

2 LIES
3 MUSCLE
2 STEALTH

STAGE 1

WEALTHY MERCHANT

MERCANTILE

- HEIST FAILURE
- O: NO EFFECT
- 1: DISCARD SCHEME
- 2: DISCARD SCHEME
- X: CHARACTER ARRESTED

6 COIN

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STAGE 1

MASTER GOLDSMITH

MERCANTILE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER ARRESTED
- 2: CHARACTER EXHAUSTED
- X: CHARACTER KILLED

8 COIN

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STAGE 2

COUNTINGHOUSE

MERCANTILE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER EXHAUSTED
- 2: DISCARD SCHEME
- X: CHARACTER ARRESTED

10 COIN
1 TREASURE

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STAGE 1

DOCKSIDE WAREHOUSE

MERCANTILE

HEIST FAILURE
O: NO EFFECT
1: ALL EXHAUSTED
2: CHARACTER EXHAUSTED
X: CHARACTER KILLED

5 COIN
1 TREASURE

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STAGE 3

THE ROYAL MINT

MERCANTILE

HEIST FAILURE
O: NO EFFECT
1: CHARACTER ARRESTED
2: DISCARD SCHEME
X: CHARACTER ARRESTED

14 COIN
1 TREASURE

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STAGE 3

THE QUEEN'S CASTLE

NOBLE

HEIST FAILURE
O: NO EFFECT
1: CHARACTER EXHAUSTED
2: ALL EXHAUSTED
X: CHARACTER KILLED

16 COIN
1 TREASURE

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STAGE 1

RIVER YACHT

HEIST FAILURE
O: NO EFFECT
1: DISCARD SCHEME
2: CHARACTER KILLED
X: CHARACTER KILLED

ALL EXHAUSTED CHARACTERS
ARE KILLED INSTEAD

6 COIN
1 TREASURE

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STAGE 2

WIZARD'S TOWER

MAGIC

HEIST FAILURE
O: NO EFFECT
1: DISCARD SCHEME
2: DISCARD SCHEME
X: CHARACTER KILLED

DRAW NEW DEFENSES AT THE START
OF EACH HEIST ATTEMPT

8 COIN
1 TREASURE

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STAGE 2

ANCIENT TEMPLE

RELIGIOUS

HEIST FAILURE
O: NO EFFECT
1: ALL EXHAUSTED
2: CHARACTER EXHAUSTED
X: DISCARD TWO SCHEMES

ALL CHARACTERS INVOLVED IN A SUCCESSFUL HEIST
ON THE TEMPLE ARE EXHAUSTED.

8 COIN
1 TREASURE

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JAIL

GRAVEYARD

JAILOR

HEIST FAILURE
O: NO EFFECT

- 2 MUSCLE
- 2 STEALTH
- 2 LIES
- 2 TINKER

- 1: CHARACTER EXHAUSTED
- 2: CHARACTER JAILED
- X: CHARACTER JAILED

STAGE 2

LADY'S VILLA
MERCANTILE

- HEIST FAILURE
- O: NO EFFECT
- 1: CHARACTER EXHAUSTED
- 2: CHARACTER ARRESTED
- X: CHARACTER KILLED

10 COIN
1 TREASURE