

TRAINED ALICANTO



Once per turn you may place 1 Gem from your Purse on this card.

When the alicanto fights, you can discard Gems from here. Add 1 to its Strength for each Gem discarded.

TRAINED OWL



When the owl is in the same Region as your Pauper, they both add 1 to their Strength.

TRAINED BOOBRIE



Each turn, the boobrie can change into 1 of the following.

Horse: It can move up to 2 Regions.

Bull: When it fights, roll the lucky charm. Add this number to its Strength.

Leech: When it collects an Ingredient, collect 1 Gem from the bank.

TRAINED CARACARA



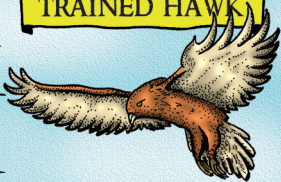
When your Pauper learns a Recipe, place 3 Gems from the bank on this card. When your Bird and Pauper are in the same Region, move these Gems into your Purse.

TRAINED COCKATOO



The cockatoo can carry and use 1 Equipment card. Your pauper can give the cockatoo 1 Equipment from their Inventory, or the cockatoo can buy 1 Equipment from a City Shop.

TRAINED HAWK



The hawk can move up to 2 Regions to fight a hazard. Add the number of Regions moved to the hawk's Strength (**NOTE:** *The hawk must take the shortest route to reach the hazard*).

TRAINED MERLIN



If the merlin is fighting a hazard it failed to defeat on its last turn, add 2 to the merlin's Strength.

TRAINED PARROT



When the parrot buys Equipment,
from a City Shop, roll the
lucky charm.



: Collect 1 Gem from the bank.



: Collect 2 Gems from the bank.

TRAINED PHOENIX



When the phoenix fights
undead or magical hazards,
add 2 to its Strength.

TRAINED PIGEON



Instead of exploring, the pigeon can remove an Ingredient from the Region it occupies to collect 2 Gems.

TRAINED PUFFIN



The puffin can move between coastal Regions as though they were connected.

TRAINED ROBIN



If the robin didn't move this turn, peek at the top 2 Region cards when it explores. Choose 1 to play. Return the other to the top or the bottom of the deck.

TRAINED ROC



When the roc defeats a hazard, place 1 Gem from the bank on this card.

When the roc fights, you can discard Gems from here. Add 1 to the roc's Strength for each Gem discarded.

TRAINED STARLING



Instead of moving and exploring, the starling can draw and place 1 Region card in up to 3 Regions connected to the one it occupies. The starling's turn then ends.