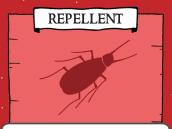


Place this on your Talent card. Your Pauper cannot use their Talent.



Place this next to your Outcome deck.

Your Pauper cannot use allies on

Outcome cards.



Place this next to your Outcome deck.

When your Pauper fights, after drawing an Outcome card roll the lucky charm. Deduct the number rolled from your Pauper's Strength.



Place this next to your Recipes In Learning.

Each time your Pauper collects an Ingredient, roll the lucky charm.





Place this on your Purse.

When your Pauper buys Equipment, they must also pay 1 Gem to the bank.



Place this next to your Inventory.

After your Pauper uses Equipment,
roll the lucky charm.

: The Equipment is discarded.



Place this on your Pauper card.
Your Pauper cannot move more
than 1 Region per turn, under
any circumstances.



Place this on your learned Recipes.

Your Pauper cannot use any of their learned Recipes.



Place this near your Virtue track. Your Pauper cannot learn any Virtues.



Place this next to your Outcome deck.

When your Pauper fights, draw 2

Outcome cards and play the one
with the lowest Strength (in the case
of a tie, play either).



Place this next to your Inventory.

Your Pauper cannot use weapons
in a fight.



Place this on your Purse.

Whenever your Pauper collects Gems roll the golden charm. Lose as many Gems as the number rolled.

UNLUCKY



Place this on your Pauper card.

When your Pauper rolls

on the lucky charm or the golden charm, you must pay 1 Gem to the bank.