

8

CHEMIST'S RING

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When you get the ring, take 1 Recipe from the Dispensary and place it, learned side up, next to this card.

You can use this Recipe as if you had learned it. It doesn't count towards your Recipe limit.



6

MAGIC ALLIUM



*When you get the allium, place
3 Gems from the bank on this card.*



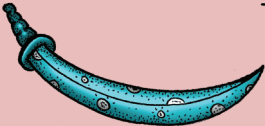
Remove 1 of these Gems to
defeat an undead hazard
without having to fight it.

When no Gems are left here, discard this.



10

MOON BLADE

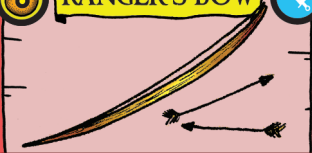


Add 1 to your Pauper's Strength. When they fight a moon hazard add 2 to their Strength instead.



6

RANGER'S BOW



When you get the bow, place
3 Gems from the bank on this card.



Remove 1 of these Gems to
defeat a vermin hazard
without having to fight it.

When no Gems are left here, discard this.



6

SOUL GUN



When you get the gun, place 3 Gems from the bank on this card.



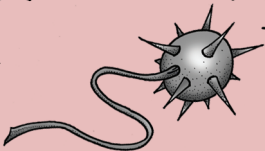
Remove 1 of these Gems to defeat a magical hazard without having to fight it.

When no Gems are left here, discard this.



8

SPIKED BALL

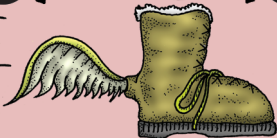


Add 1 to your Pauper's Strength.
Then roll the golden charm and add
the number rolled to your Pauper's
Strength as well.

6

WINGED SHOES

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Your Pauper can move 3 Regions each turn for free. Also when your Pauper encounters a hazard, you may roll the lucky charm.

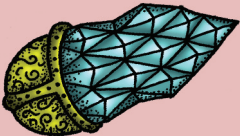


/ : You don't have to fight it.

8

MOON JEWEL

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When your Pauper fights a Moon Tower, add 1 to their Strength.

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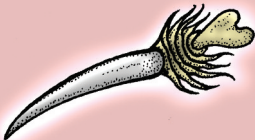
ELEMENTAL AXE



Add 1 to your Pauper's Strength.
When you roll charms to determine an elemental's Strength, subtract the numbers shown instead of adding them.

8

BONE BLADE



Add 1 to your Pauper's Strength. When they fight an undead or a magical hazard, add 2 instead.