

8

# CORN TOWER



When this card is drawn,  
place *Moonweed* on top of  
the *Mine* deck.



6

COPPER EYE



4

**FAIL:** Discard  
a scroll.



4

CREeping ROT



2

**PAUPER FAIL:** Your Pauper is Cursed.



4

CREeping ROT



2

**PAUPER FAIL:** Your Pauper is Cursed.



## CURSED CHEST



*When this card is drawn, place 3 cards from the Equipment deck face up on it.*

*You may collect 1 Equipment card from here. Then roll the golden charm.*



**: Your Pauper is Cursed.**

**The chest stays in this Region until there is no Equipment left here.**



## DUNGEON SHOP

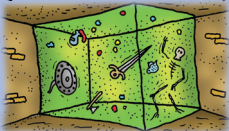


Draw 3 Equipment. They cost 1 less Gem than usual. You may buy 1 and discard the rest. Place the Gems on this card.

**The shop stays in this Region until there are 8 or more Gems here.**



## EVIL JELLY CUBE



You may explore the jelly: draw an Outcome card. **1-3:** Your Pauper is Cursed. **4-6:** You find something! Collect a Rarity.

**The jelly stays in this Region until a Rarity has been collected.**

8

ELEMENTAL



6

Strength: 8+ 😊 😐

3





## FRAGILE BONEMEAL



You may discard this card before exploring in this Region.

## FRAGILE COPPER ORE



You may discard this card  
before exploring in this Region.

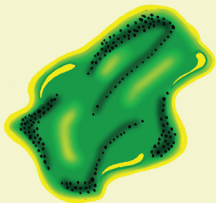
## FRAGILE DWARF BEARD



You may discard this card before exploring in this Region.



## FRAGILE ECTOPLASM



You may discard this card  
before exploring in this Region.



## FRAGILE ELF EAR



You may discard this card  
before exploring in this Region.

## FRAGILE ENCHANTED LOG



You may discard this card  
before exploring in this Region.



## FRAGILE FAIRY DUNG



You may discard this card before exploring in this Region.



## FRAGILE FEATHER



You may discard this card before exploring in this Region.

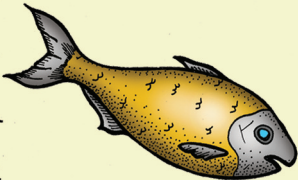


## FRAGILE FIREFLY TAIL



You may discard this card  
before exploring in this Region.

## FRAGILE FISH SCALES



You may discard this card  
before exploring in this Region.



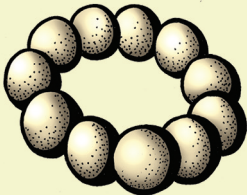
## FRAGILE GLOW DUST



You may discard this card  
before exploring in this Region.



## FRAGILE PEARLS



You may discard this card  
before exploring in this Region.

## FRAGILE SHELL



You may discard this card before exploring in this Region.

## FRAGILE TOADSTOOLS



You may discard this card before exploring in this Region.

## FRAGILE YETI CLAWS



You may discard this card before exploring in this Region.

## CANARY'S FORT



You may peek at the top 3 cards in any 1 Region deck. Return them to the top of the deck in any order.

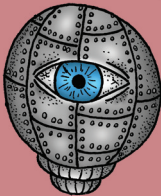
**The fort stays in this Region until 1 of the cards peeked at is a Moon Tower.**





6

IRON EYE



4

**FAIL:** Lose 2  
Gems.



7

## MEAD TOWER



*When this card is drawn, each player must roll the lucky charm:*

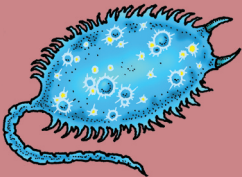


*: Their Pauper is Cursed.*



6

# MIRE BLOAT



4

**EFFECT:** You can't use weapons in this fight.



7

MOONWARDEN



5

**EFFECT:** Moon Towers can't be fought.

3



6

MOONWRAITH



4

**EFFECT:** +2 Strength  
to all Moon Towers.

2



6

MOONWRAITH



4

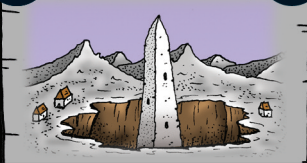
**EFFECT:** +2 Strength  
to all Moon Towers.

2



7

# MOURN TOWER



All moon hazards  
have +1 Strength.



## MYSTERY DOOR



You must open it. Draw an Outcome card. **1-2:** A miserable sorcerer! Your Pauper is Cursed. **3-4:** Storeroom. Collect 1 Equipment. **5-6:** Treasure haul. Collect 3 Gems and 1 Crescent.  
**The card is then discarded.**





## SCRYING GLASS



Peek at the top 4 cards in the Mine deck. Choose 1 to play. Return the rest to the deck in any order.

**This card is then discarded.**

5

SCUTTLE



3

**EFFECT:** You can't use allies in this fight.



## THE CURSED MAN



He needs a bevus root. If you sell him one, collect 10 Gems and discard the bevus root.

**The cursed man stays in this Region until he's been sold a bevus root.**



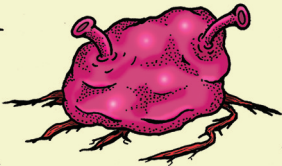
# DEMON TEETH



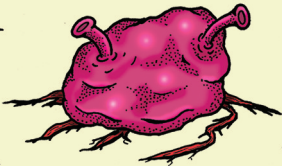
# DEMON TEETH



# DRAGON HEART



# DRAGON HEART



5

WIGHT PIRATE



3

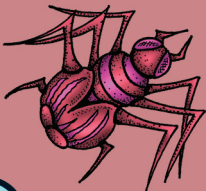
**FAIL:** Lose 3  
Gems.





5

FIRE ANT



3



6

WOODEN EYE



4

**FAIL:** Discard  
a potion.



7

SNABBET



5

**FAIL:** Discard 1  
Crescent.



## CURSED BAG



You may draw an Equipment card. If the card has this icon, your Pauper is Cursed. Either way, keep the Equipment.



**The bag stays in this Region until it Curses a Pauper.**

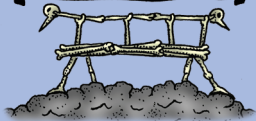
## PLINTH



There are offerings here. Draw 3 Equipment cards. Keep 1, discard the others. Then roll the lucky charm and collect that many Gems.

**This card is then discarded.**

## BONE BENCH



If your Pauper is Cursed, the bench will remove all your Curses.

**The bench stays in this Region until it has removed any Curses.**

7

WRAITH



5



7

WRAITH



5





5

SPECTRAL OWL



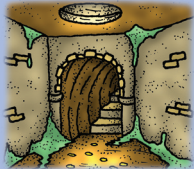
3

**EFFECT:** You can't use the lucky charm in this fight.

2



## UNDER THE WELL

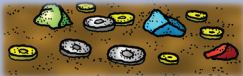


Roll the lucky charm and the golden charm. Collect as many Gems as the total shows.

**This card is then discarded.**



## CURSED LOOT



You may collect up to 6 Gems.  
Then draw an Outcome card.  
If the number on the Outcome  
card is less than the number  
of Gems you collected, your  
Pauper is Cursed and the Gems  
are discarded.

**This card is then discarded.**

## CURSED WEIGHT



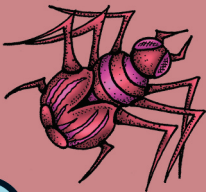
*When this card is drawn, place 1 card from the Equipment deck face up on it.*

You may swap this Equipment card with one from your Inventory, or steal it: collect the card and roll the golden charm. 😞 : Your Pauper is Cursed.

**The trap stays in this Region until there is no Equipment left here.**

5

FIRE ANT



3



7

LICH



5

**EFFECT:** +1 to the Lich's Strength per undead hazard on the board.



7

LICH



5

**EFFECT:** +1 to the Lich's Strength per undead hazard on the board.



5

WIGHT PIRATE



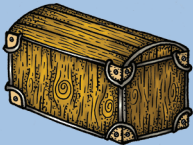
3

**FAIL:** Lose 3  
Gems.





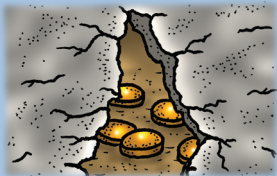
## SUPPLY CRATE



Your Pauper can try to open it. Roll the golden charm. 😊 : Draw 2 Equipment cards. Keep 1, discard 1.

**The crate stays in this Region until it has been opened.**

## HIDDEN STASH



Something sparkles through  
the crack. Collect 5 Gems.  
**This card is then discarded.**

4

GIANT FIREFLY



2



## DEAD DWARF



Draw 3 Equipment cards.  
Keep 1, discard the rest.  
**This card is then discarded.**