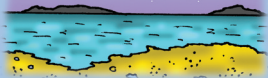


## OFFSHORE HAVEN



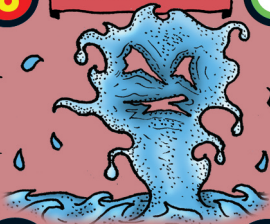
You may place 1 Gem from your Purse on this card. If you do, roll the golden charm twice and collect that amount of Gems from the bank.

**The haven stays in this Region until there are 3 Gems here.**



8

ELEMENTAL



6

Strength: 8+ 😊 😐

3

9

## BURIED TREASURE



*When this card is drawn, place  
6 Gems from the bank on it.*

Your Pauper can dig for treasure.  
Roll the golden charm and collect  
this amount of Gems from here:



: 1



: 2

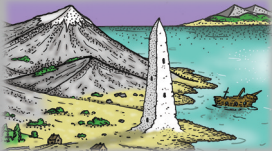


: 3

**The treasure stays in this Region  
until there are no Gems left here.**

7

## FLOWER TOWER



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





## GULL'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.**



## LOFTY DUNES



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

**This card is then discarded.**

5

MERMAN



3

**PAUPER FAIL:**  
Misses next turn.



## THE TROUBADOUR

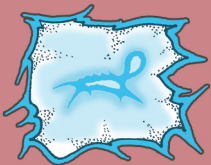


He needs an instrument. If you sell him a violin, cello or lute, collect 10 Gems and discard the instrument.  
**The troubadour stays in this Region until he's been sold an instrument.**



5

MOON HOUND



3

**EFFECT:** +1 Strength  
to all Moon Towers.

2



7

MOONWARDEN



5

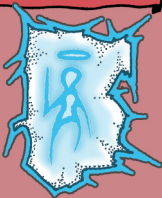
**EFFECT:** Moon Towers  
can't be fought.

3

3

6

MOONWRAITH



4

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

2

3

5

## SAND FLIES



3

**EFFECT:** Characters  
can't move into Cities.





## SANDWORM NEST



*When drawn, place 3 Crescents from the supply face down on this card.*

A trained Bird can take 1 of these Crescents and miss its next turn.

**The nest stays in this Region until there are no Crescents left here.**



5

SIREN



3

**PAUPER FAIL:**  
Misses next turn.

2



7

SEA SEER

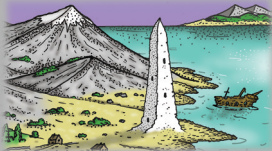


5



8

## STURGEON TOWER

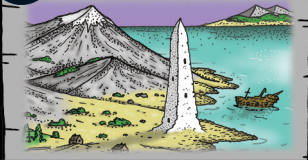


When this card is drawn, the Pauper/s with the most Gems must roll the lucky charm. ☹️ : They are Cursed.



6

## WORM TOWER

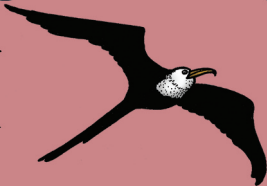


All undead hazards  
have +1 Strength.



4

FRIGATEBIRD

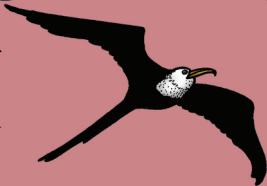


2



4

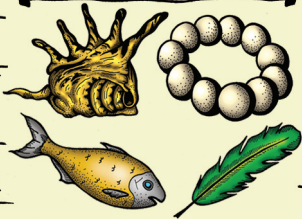
FRIGATEBIRD



2



## CHEMIST'S POUCH



These Ingredients can be used  
with 1 Recipe In Learning.



# FEATHER



# FEATHER



## FRAGILE FEATHER



You may discard this card before exploring in this Region.

# FISH SCALES



# FISH SCALES



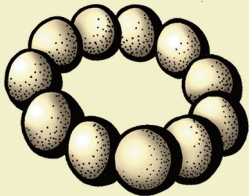
## FRAGILE FISH SCALES



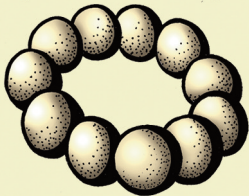
You may discard this card  
before exploring in this Region.



# PEARLS

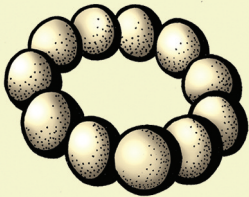


# PEARLS





## FRAGILE PEARLS



You may discard this card  
before exploring in this Region.

SHELL



SHELL



## FRAGILE SHELL



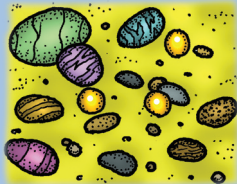
You may discard this card  
before exploring in this Region.

## HIDDEN STASH



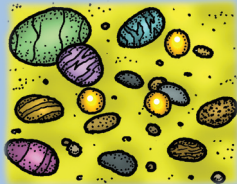
A full purse is hidden among  
the dunes. Collect 5 Gems.  
**This card is then discarded.**

## HIDDEN STASH



Something glints among the pebbles. Collect 3 Gems.  
**This card is then discarded.**

## HIDDEN STASH



Something glints among the pebbles. Collect 3 Gems.  
**This card is then discarded.**

## ABANDONED BOAT



There's gear inside, but some has rotted. Draw 2 Equipment cards. Keep 1 and discard the other.

**This card is then discarded.**



7

SEA SEER



5



## TREASURE CHEST



Your Pauper can try to open it.  
Roll the golden charm.



: Collect 5 Gems or 1 Crescent.

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



## MOONSTRIKE!



Discard all cards from Beach Regions and replace 1 or 2 Quests. Remove this card from the game then reshuffle the whole Beach deck.



5

TIGER FISH



3



5

TIGER FISH

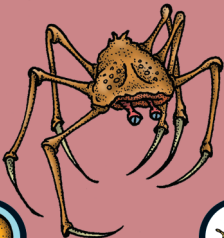


3



6

SPIDER CRAB

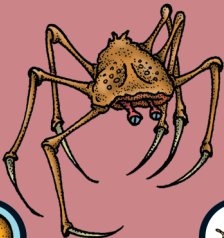


4



6

SPIDER CRAB



4



## CORNITON TOWN



You may place 1 Gem from your Purse on this card to move to any coastal Region and explore it.  
**Corniton stays in this Region until there are 3 Gems here.**





## SAND MINE



You may draw an Outcome card.

**1-2:** Collapse! Your Pauper is Cursed. **3-5:** Collect 3 Gems.

**6:** Collect 1 Equipment or 1 Crescent.

**The sand mine stays in this Region until it collapses.**

