

3**TAROT DECK****2**

Use this at the start of your Pauper's turn to peek at the top 4 cards in any 1 Region deck. Return them to the deck in any order.



4

CAGED CANARY

∞



When your Pauper draws from the Mine deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Mine deck.



2

BEVUS ROOT

1



Discard this to remove all Curses
from your Pauper.



2

BEVUS ROOT

1



Discard this to remove all Curses
from your Pauper.



4

ANCIENT CELLO

∞



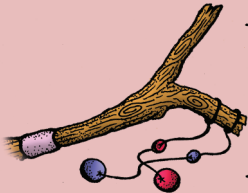
When your Pauper moves into a City Region, roll the lucky charm:

☺/☺: Collect 2 Gems.

3

COMBING ROD

∞



When your Pauper moves into a Beach Region, collect 1 Gem.

3

CORVO



Roll the lucky charm and add the number rolled to your Pauper's Strength.



3

CORVO



Roll the lucky charm and add the number rolled to your Pauper's Strength.



5

DEMON TEETH

1



This Ingredient can be placed with
1 Recipe In Learning that needs it.



3**TAROT DECK****2**

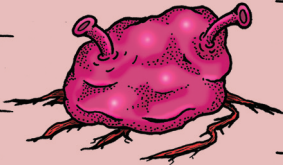
Use this at the start of your Pauper's turn to peek at the top 4 cards in any 1 Region deck. Return them to the deck in any order.



5

DRAGON HEART

1



This Ingredient can be placed with
1 Recipe In Learning that needs it.

4

CAGED CANARY

∞



When your Pauper draws from the Mine deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Mine deck.



3

FATESTONE

1



Discard this to peek at the top 4 cards in your Outcome deck. Then return them to the deck in any order.



3

FATESTONE

1



Discard this to peek at the top 4 cards in your Outcome deck. Then return them to the deck in any order.



3

COIL O' ROPE

∞



When your Pauper draws from the Mountain deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Mountain deck.



3

FATESTONE

1



Discard this to peek at the top 4 cards in your Outcome deck. Then return them to the deck in any order.



3

FIGHTING TEA

1



When your Pauper fights, discard this to draw 2 Outcome cards. Your Strength is the total of both cards.



3

FIGHTING CAKE

1



When your Pauper fights, discard this to draw 2 Outcome cards. Your Strength is the total of both cards.

3

3

CANDLE

∞



When your Pauper draws from the Swamp deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Swamp deck.



3

FOOL'S PURSE

1

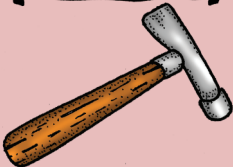


Discard this to draw an Outcome card. Collect Gems equal to the number on the card.

4

ORE HAMMER

∞



When your Pauper moves into a Mountain Region, roll the lucky charm and collect the following:



: 2 Gems



: 1 Equipment

2

HOLY POTION

1



When your Pauper encounters an undead hazard, discard this to defeat it without fighting.



3

TELESCOPE

∞



When your Pauper draws from the Beach deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Beach deck.



3

COIL O' ROPE

∞



When your Pauper draws from the Mountain deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Mountain deck.

4

IRON SHIELD

2



Use this to ignore what happens when you fail to defeat a hazard.



4

IRON SHIELD

2



Use this to ignore what happens when you fail to defeat a hazard.



2

LUCK POTION

2



Once per turn, use this to reroll the lucky charm or the golden charm.



2

LUCK POTION

2



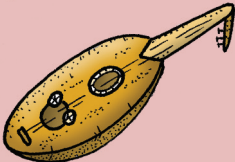
Once per turn, use this to reroll the lucky charm or the golden charm.



4

TUNEFUL LUTE

∞



When your Pauper moves into a City Region, roll the lucky charm:

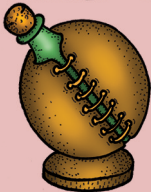
☺/☺: Collect 2 Gems.



5

MIGHT POTION

2

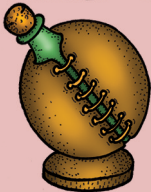


Once per fight, use this to add 2 to your Pauper's Strength in a fight.

5

MIGHT POTION

2

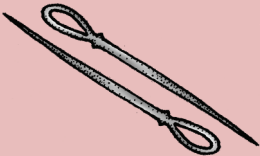


Once per fight, use this to add 2 to your Pauper's Strength in a fight.

3

PAIRO' PICKS

2

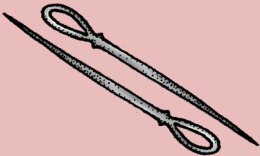


When your Pauper tries to open a supply crate or a treasure chest, you can use this to open it automatically.

3

PAIRO' PICKS

2



When your Pauper tries to open a supply crate or a treasure chest, you can use this to open it automatically.

2

A MYSTERY SACK

1



Discard this to roll the lucky charm 3 times. Each time, consult as below:

☹️ : You find nothing. 😊 : Collect 2
Gems. 😄 : Draw 1 Equipment.



2

A MYSTERY SACK

1



Discard this to roll the lucky charm 3 times. Each time, consult as below:

☹️ : You find nothing. 😊 : Collect 2
Gems. 😄 : Draw 1 Equipment.



3

COMPASS

∞



When your Pauper draws from the Forest deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Forest deck.



3

CANDLE

∞



When your Pauper draws from the Swamp deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Swamp deck.



3

LUCKY DIE

2



Use this when you're told to roll the lucky charm. You can roll the golden charm instead.

5

RAGING SCROLL

2



Once per fight, use this to roll the lucky charm and the golden charm, adding both results to your Pauper's Strength.

3

RECALL POTION

1



When your Pauper explores in a Wild Region, discard this to draw 1 card of your choice from that Region's discard pile instead.



3

RECALL POTION

1



When your Pauper explores in a Wild Region, discard this to draw 1 card of your choice from that Region's discard pile instead.



5

RECIPE BOOK

1



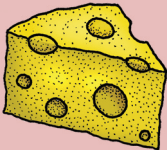
Discard this to learn 1 Recipe of your choice from the Dispensary.

3

2

FOUL CHEESE

1

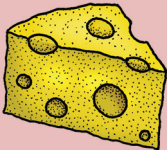


When your Pauper encounters a humanoid hazard, discard this to defeat it without fighting.

2

FOUL CHEESE

1



When your Pauper encounters a humanoid hazard, discard this to defeat it without fighting.

3

TELESCOPE

∞



When your Pauper draws from the Beach deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Beach deck.



3

FIGHT POTION

2



When your Pauper fights a hazard, use this to draw 2 Outcome cards instead of 1. Choose 1 to play and discard the other.



3

FIGHT POTION

2



When your Pauper fights a hazard, use this to draw 2 Outcome cards instead of 1. Choose 1 to play and discard the other.



5

SUMMON SPELL

2

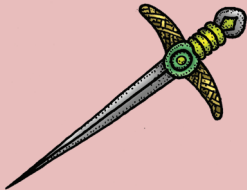


You can use this when your Pauper fights: After drawing an Outcome card, discard 1 hazard from your Trophy Room to roll the golden charm twice. Add the numbers rolled to your Pauper's Strength.



5

SWORD

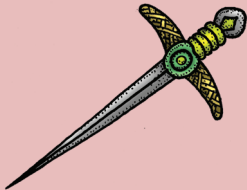


Add 1 to your Pauper's Strength.



5

SWORD



Add 1 to your Pauper's Strength.



4

TIME POTION

2



Once per turn, use this to move and explore with your Pauper again.

3

4

TIME POTION

2



Once per turn, use this to move and explore with your Pauper again.

3

3

VENDING SPELL

2



Use this when your Pauper buys Equipment. Roll the lucky charm and the golden charm, deducting both results from the Equipment's cost (to a minimum of 1 Gem).

3

4

CRACKED VIOLIN

∞



When your Pauper moves into a City Region, roll the lucky charm:

☺/☺: Collect 2 Gems.

6

WARHAMMER



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

2

WEALTH SPELL

1



Discard this to roll the golden charm 3 times. Collect that amount of Gems from the bank.



3

WEED GRINDER

∞



Instead of exploring, when your Pauper has an Ingredient in their Region you may roll the lucky charm:



: Discard the Ingredient and collect 3 Gems.



3

COMPASS

∞



When your Pauper draws from the Forest deck, peek at the top 2 cards. Choose 1 to play, then return the other to the top or the bottom of the Forest deck.



2

WOODEN SHIELD

2



Once per fight, use this when your Pauper draws an Outcome card with Strength 1 or 2. Discard the Outcome card and draw again.

2

WOODEN SHIELD

2

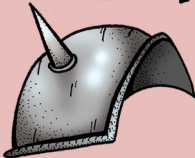


Once per fight, use this when your Pauper draws an Outcome card with Strength 1 or 2. Discard the Outcome card and draw again.

3

SPIKED PAD

2



Once per fight, your Pauper can use this to ignore an Outcome card and draw again.



4

WORLD MAP

2



Use this when your Pauper draws from a Region deck. Peek at the top 4 cards. Choose 1 to play. Return the rest to the bottom of the deck.



4

WORLD MAP

2



Use this when your Pauper draws from a Region deck. Peek at the top 4 cards. Choose 1 to play. Return the rest to the bottom of the deck.



4

WORM BOWL

∞



Instead of exploring, your Pauper can collect 1 Ingredient from the Region they occupy. Place it on this card. Discard these Ingredients to add 1 to your Pauper's Strength per Ingredient discarded.



3

LUCKY DIE

2



Use this when you're told to roll the lucky charm. You can roll the golden charm instead.

8

CHEMIST'S RING

∞



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

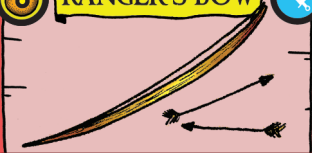


Add 1 to your Pauper's Strength. When they fight a moon hazard add 2 to their Strength instead.



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.



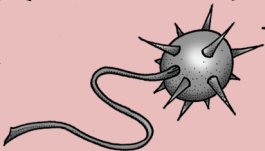
Remove 1 of these Gems to defeat a magical hazard without having to fight it.

When no Gems are left here, discard this.



8

SPIKED BALL

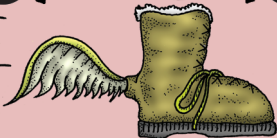


Add 1 to your Pauper's Strength.
Then roll the golden charm and add
the number rolled to your Pauper's
Strength as well.

6

WINGED SHOES

∞



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

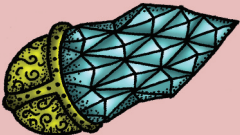


/ : You don't have to fight it.

8

MOON JEWEL

∞



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

10

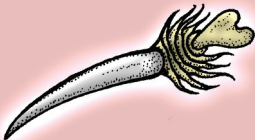
ELEMENTAL AXE



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.