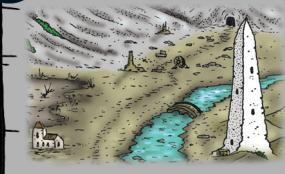


6

BEAVER TOWER

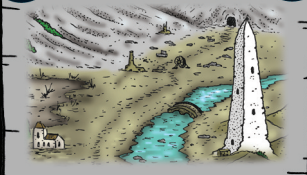


All magical hazards
have +1 Strength.



8

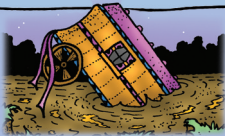
BERRY TOWER



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



MERCHANT'S CARAVAN



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

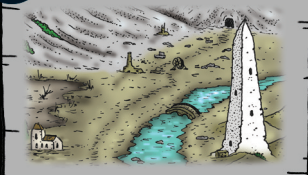
A trained Bird can collect 1 of these Equipment and miss their next turn.

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



7

BLUE TOWER



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



8

ELEMENTAL



6

Strength: 8+ 😊 😐

3



4

PIRATE



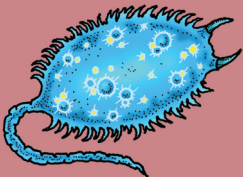
2

FAIL: Lose 3
Gems.



6

MIRE BLOAT



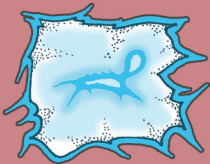
4

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



5

MOON HOUND



3

EFFECT: +1 Strength
to all Moon Towers.

2



CROW'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.



7

MOONWARDEN



5

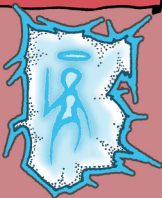
EFFECT: Moon Towers
can't be fought.

3



6

MOONWRAITH



4

EFFECT: +2 Strength
to all Moon Towers.

2



4

SCARECROW



2

BIRD FAIL: Your Bird
is now untrained.

2



TREEHOUSE



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

This card is then discarded.



WILLO'S HOVEL

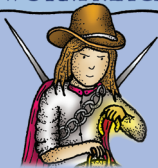


You may collect a Crescent from the supply. If you do, roll the golden charm. 😞: Your Pauper is Cursed.

The hovel stays in this Region until it Curses a Pauper.



WORM MAGE



She needs a worm bowl. If you sell her one, collect 10 Gems and discard the worm bowl.

The mage stays in this Region until she's been sold a worm bowl.

4

CREeping ROT



2

PAUPER FAIL: Your Pauper is Cursed.



5

SCUTTLE



3

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



4

CREeping ROT



2

PAUPER FAIL: Your Pauper is Cursed.



BONEMEAL



BONEMEAL

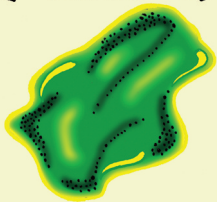


CHEMIST'S POUCH

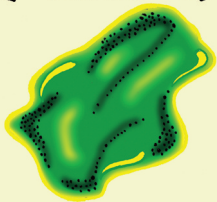


These Ingredients can be used
with 1 Recipe In Learning.

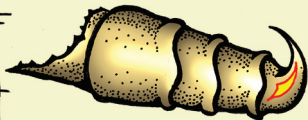
ECTOPLASM



ECTOPLASM



FIREFLY TAIL



FIREFLY TAIL



GLOW DUST



GLOW DUST

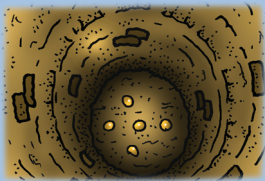


HIDDEN STASH



You come across a full
jewellery box. Collect 3 Gems.
This card is then discarded.

HIDDEN STASH



You discover a dried out wishing well. Collect 5 Gems.
This card is then discarded.



SINKING HAVERSACK



Roll the lucky charm twice.

☺/☺ : Draw 1 Equipment.

This card is then discarded.



HIDEY HOLE



Collect 1 Equipment card. Then roll the golden charm and collect that amount of Gems.

This card is then discarded.



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.

FRAGILE BONEMEAL



You may discard this card
before exploring in this Region.



FRAGILE ECTOPLASM



You may discard this card
before exploring in this Region.



FRAGILE FIREFLY TAIL



You may discard this card
before exploring in this Region.



FRAGILE GLOW DUST



You may discard this card
before exploring in this Region.



MOONSTRIKE!



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

STILTOWN



You may sell 1 undead or magical hazard from your Trophy Room for 6 Gems. Place the hazard on this card.

Stilton stays in this Region until there are 2 hazard cards here.





PEST RACING



You may place 1-4 Gems from your Purse on this card. Roll the lucky charm.

: Pay these Gems to the bank.

 : Put these Gems back in your Purse, then collect the same amount from the bank.

The pest race stays in this Region for the rest of the game.

ABANDONED HOUSE



Draw 3 Equipment cards. Decide how many you want to keep and roll the golden charm that many times:



: All the Equipment is discarded and your Pauper is Cursed.

The house stays in this Region until it has Cursed a Pauper.

MR. SCRAGGER



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

You may buy 1 of these Crescents for 1 Gem: roll the lucky charm.

☹️: The Crescent's useless. Discard it.

Mr. Scragger stays in this Region until he has sold all his Crescents.

7

WRAITH



5



6

WILLO



4



6

WILLO



4



4

GIANT FIREFLY



2

