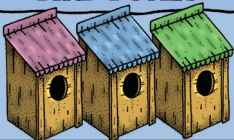


BIRD BOXES



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 boxes stay in this Region until there are no Crescents left here.



MOONSTRIKE!



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

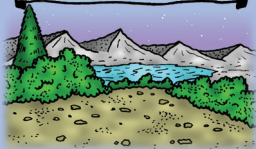


CHEMIST'S POUCH



These Ingredients can be used
with 1 Recipe In Learning.

CLEARING



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

This card is then discarded.



TOADSTOOL FIELD

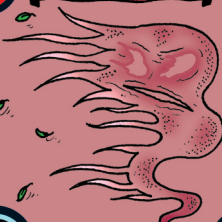


You may place up to 6 Gems from your Purse on this card. If you do, draw an Outcome card. If the number on the card is less than the number of Gems you placed, learn 1 Recipe In Learning.

The toadstools stay in this Region until there are 6 Gems here.

8

ELEMENTAL



6

Strength: 8+ 😊 😐

3



ELF EAR



ELF EAR



FRAGILE ELF EAR



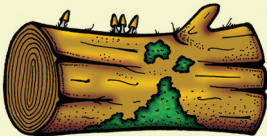
You may discard this card
before exploring in this Region.



ENCHANTED LOG



ENCHANTED LOG



FRAGILE ENCHANTED LOG



You may discard this card
before exploring in this Region.



FAIRY DUNG



FAIRY DUNG



FRAGILE FAIRY DUNG



You may discard this card
before exploring in this Region.

TOADSTOOLS



TOADSTOOLS



FRAGILE TOADSTOOL



You may discard this card
before exploring in this Region.

FOREST STREAM



You may move to any coastal
Region and explore it.
**The stream stays in this Region
for the rest of the game.**



4

SCARECROW



2

BIRD FAIL: Your Bird is now untrained.

2



THE GRAVEYARD



You may search. Roll the lucky charm:

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

The graveyard stays in this Region until nothing is found here.



7

HARVEST TOWER



When this card is drawn, the Pauper/s with the most learned Recipes must roll the lucky charm.



: They are Cursed.



OWL'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

HUNTER TOWER



All humanoid hazards
have +1 Strength.



MAGPIE'S TROVE



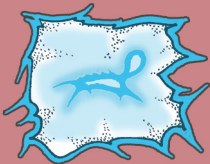
When this card is drawn, place 6 Gems from the Bank on it.

A trained Bird may collect 3 Gems from here and miss its next turn.

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

5

MOON HOUND



3

EFFECT: +1 Strength
to all Moon Towers.

2



7

MOONWARDEN



5

EFFECT: Moon Towers
can't be fought.

3



6

MOONWRAITH



4

EFFECT: +2 Strength
to all Moon Towers.

2



8

PINK TOWER



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



5

FIRE ANT



3

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



PURLOCK



You may sell 1 Equipment for 4 Gems. Place the Equipment you sell on this card.

Purlock stays in this Region until there are 3 Equipment cards here.



4

SCARECROW



2

BIRD FAIL: Your Bird is now untrained.

2



5

SCUTTLE



3

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



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.

4

GIANT FIREFLY



2



THE ROGUE



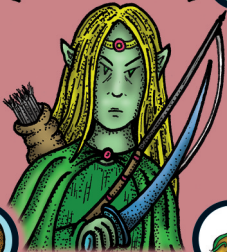
He needs a pair o' picks. If you sell him one, collect 10 Gems and discard the pair o' picks.

The ranger stays in this Region until he's been sold a pair o' picks.



4

WOOD ELF



2



6

WOODEN EYE



4

FAIL: Discard
a potion.



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.**

4

CREEPING ROT



2

PAUPER FAIL: Your Pauper is Cursed.



HIDDEN STASH



Someone's left their winnings
behind! Collect 3 Gems.

This card is then discarded.



HIDDEN STASH



You come across a fairy ring.
Collect 5 Gems.

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.



5

SPECTRAL OWL



3

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

2



4

WILD FAIRY



2

