

ATHLETE



At the start of your Pauper's turn, you may roll the golden charm. The number rolled is how many extra Regions your Pauper can move for free this turn.

APOTHECARIST



When your Pauper moves into a City Region, they may pay 5 Gems to learn 1 Recipe In Learning. Your Pauper's turn then ends.

ARTIST



When any player encounters
a natural disaster or a Moonstrike,
collect 4 Gems.

BANKER



When your Pauper collects Gems,
you may place 1 of them on
this card.

When there are 3 Gems on this
card, put them in your Purse.
Then collect 3 more Gems from
the bank.

BEACHCOMBER



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

Also, add 1 to your Pauper's Strength when they fight in Beach Regions.

BEGGAR



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

☺ / 😊 : Collect 2 Gems.

BREWER



You can use potions from your Inventory in place of Ingredients for your Recipes In Learning.

Your Pauper buys potions for 2 Gems, irrespective of the usual price.



BLAGGER

When your Pauper explores a City Shop, you may try and blag it. Choose 1 Equipment card in that City Shop and draw an Outcome card. If the Outcome card's Strength is higher than the Equipment's cost, add the Equipment to your Inventory. Your Pauper's turn then ends.

CLERIC



Add 1 to your Pauper's Strength when they fight an undead or magical hazard. Collect 2 Gems if they defeat it.



COOK



Instead of exploring, your Pauper can collect any 1 Ingredient in the Region they occupy. Place it on this card if there isn't one here already.

When your Pauper moves into a City Region, they can discard this Ingredient and collect 3 Gems.

DUNG CARTER



When your Pauper moves into a Swamp or Forest Region, place 1 Gem from the bank on this card.

When your Pauper moves into a City, place the Gems on this card in your Purse.

FALCONER



You don't pay a Gem when your Bird uses the lucky charm in a fight.

FARM HAND



When your Pauper uses the lucky charm in a fight, you only have to pay if you roll 😊 or 😊 .

FILCHER



Add 1 to your Pauper's Strength when they fight a vermin hazard. Collect 1 Gem if they defeat it.

FORESTER



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

Also, add 1 to your Pauper's Strength when they fight in Forest Regions.

FORTUNE TELLER



Once per turn when you roll the lucky charm, you may predict the result. If you predict correctly, gain the corresponding amount of Gems.



GLADIATOR



When your Pauper uses a weapon in a fight, if you pay to use the lucky charm you roll it twice, adding both numbers together.

HERBALIST



When your Pauper is in a Region containing an Ingredient, instead of exploring you may discard the Ingredient and roll the lucky charm.

☺ : Collect 2 Gems. ☺ : Learn 1 Recipe In Learning immediately.

JESTER



Whenever you draw an Outcome card with Strength 6, collect 1 Gem.

Whenever another player draws an Outcome card with Strength 1, collect 1 Gem.

LABOURER



If your Pauper hasn't moved this turn, you can draw 2 Region cards when you explore. Choose 1 to play. Return the other to the top or the bottom of the deck.



MERCHANT

When your Pauper is in a City Shop, they can buy up to 3 Equipment per turn.

When they buy 3 Equipment, they get the cheapest item (or 1 of the cheapest items) for free.

MESSENGER



When your Pauper moves into a City Region, they can peek at the top 2 cards in the Quest deck.

If you are able to complete 1 of these Quests then you can do so. Your Pauper's turn then ends.

POACHER



Your Pauper can ignore what happens when they fail to defeat a hazard in a fight.

PUGILIST



When your Pauper fights without a weapon, if you draw an Outcome card with Strength 1 or 2 you may draw another Outcome card. Add the two cards together. You can do this once per fight.

ROBBER



Add 1 to your Pauper's Strength when they fight a humanoid hazard. Collect 2 Gems if they defeat it.

SNEAK



Your Pauper can explore in Regions containing hazards. When they do, draw 2 cards. Choose 1 to play, and return the other to the top or the bottom of the deck.

STONE MINER



Instead of exploring, your Pauper can collect ore from the Region they occupy. Place it on this card.

When your Pauper moves into a City Region, collect 4 Gems for each ore on this card. Then discard the ore.

STORY TELLER



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

SWABBIE



When your Pauper is in a coastal Region, instead of exploring you may sail for treasure. Roll the lucky charm and collect the given amount.

☺ : 2 Gems. ☺ : 3 Gems.

Their turn then ends.

TRACKER



Instead of moving and exploring, your Pauper can peek at the top 3 cards in any 1 Region deck. Return them to the deck in any order. Their turn then ends.