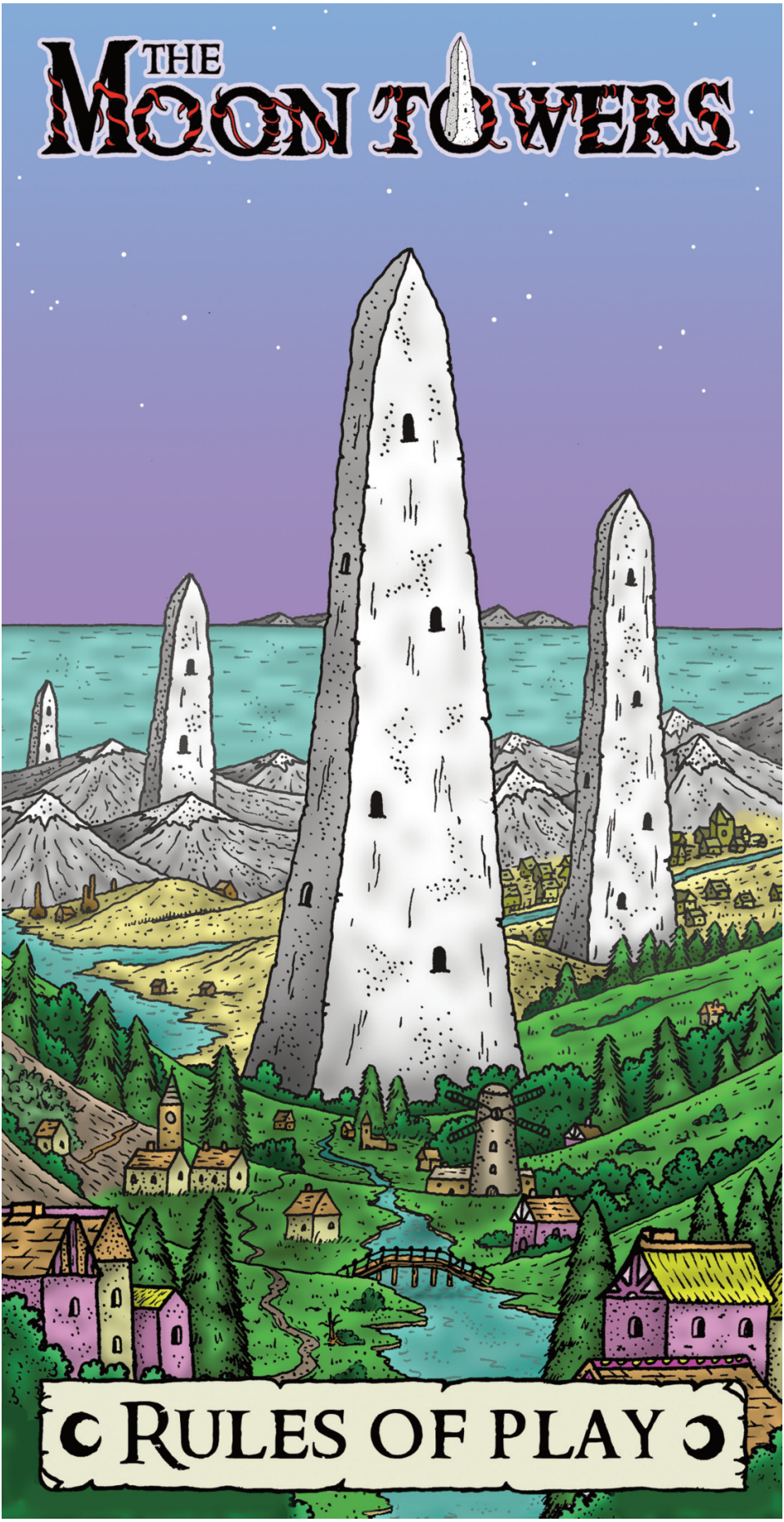

THE
MOON TOWERS
RULES OF PLAY

MEET THE PAUPERS



SARAH BRACKER

Sarah was responsible for some of Lilacsville's most popular and most potent real ales. Unfortunately she fell from grace after causing the demise of several dignitaries from Bluevale during a frenzied tasting session. She's still a dab hand with a bag of hops though.



DERRIUS BURR

Any morning, come sun, hail or snow, Derrius will be hauling his net at Grayhaven's jetty. Preferring the quiet, contemplative life fishing affords him, he spends his days selling his daily catch to the local market before heading off for a pint or three. He'd love to fish the wide open seas around Brighthelm, but saving up for a decent boat is difficult when The Briny Brewer demands his attention.



GRENARY HOPPS

In the woodlands around Greyhaven's better-heeled quarter, the name of Grenary Hopps is whispered in the breeze. Poacher turned gamekeeper turned poacher again, she lives off the meat she catches, sharing her spoils with the rest of the city's poor. She keeps meaning to do something with the skins too. They're starting to smell.



RUMMY KETHER

Rummy was once a court jester, skilled in the arts of mirth, chuckle and the occasional pun. Unfortunately she indulged in the last of these once too often, falling so spectacularly flat that she stunned a crowd of 500 into a painful, embarrassed silence. Since that day she's plied her trade to a less sophisticated audience, and just about scrapes a living as a result.



MAUD NEBBITY

It's a source of constant irritation to Maud that nobody ever stops to admire the efficiency of Bluevale's sewer system. It's just one of those things that only garners comment when it stops working. And because Maud takes such pride and care in her work, it never stops working. So nobody ever thinks to thank her. Nobody ever thinks to give her a pay rise either.



BOBBY SCROBBIT

In Bobby's more active days, you'd have found him wandering a ruined tower, a mountain trail or a fetid swamp in his endless search for exotic stock. A 6 foot human superstore, his trail took him far and beyond, and he was certainly more worldly-wise than the adventurers who'd seek out his artefacts. These days he runs a pop-up artisan showroom in Lilacsville's prestigious discount and wholesale district.



DAVID ST. HUBE

People don't give much thought to scrolls. Whether they contain the news, a summons or a powerful spell, there they are and that's that. However, all those words have to be painstakingly written, and that's where David St. Hube comes in. Night into day he translates all sorts of esoteric scribbles into legible lettering. And one day he plans to visit some of these places he's written so much about.



GROATSWORTH

A regular around the pest racing circuits of Bluevale, Groatsworth is what happens when you give an ageing spiv his dad's old wedding suit and tell him to look like a self-made man. Although his credentials are sound (wouldn't rob a kid, looks after his own and loves his mum), Groatsworth still has precious little to show for all the years of trying.

THE MOON TOWERS

1

Nobody knew where they came from and nobody knew why, but there they stood. Great bone monoliths that had torn their way through Brighthelm's stone, soil and sand as though they had been under our feet all along.

If one thing was known about these towers, it was their effect on the land and its inhabitants. Moods were soured, dreams segued into nightmares and creatures that had been too nervous to approach the cities were now getting fearless. The creatures that had been fearless to begin with were now downright dangerous. Also, strange ghostly figures had been seen haunting the countryside.

Brighthelm's senior chemists held a special meeting to discuss the situation. They discovered the appearance of the towers coincided with the neat alignment of fourteen moons. As far as they could tell, this had never happened before. And although the towers were strong and apparently protected by the ghostly figures, they weren't indestructible. A concerted effort could reduce a tower to bone dust and so remove its malign effect from the area.

The most noble knights and squires in the land decided (from behind the safety of firmly bolted doors) that they were far too busy and far too important to deal with this deadly new threat. Which made it the paupers' responsibility. Or, if you prefer, yours.

Given the gravity of the situation the royal aviaries have been fully opened, which means even more powerful birds can assist you on your journey. The finest guild masters have been paid handsomely to share their talents. Every effort has been made to make sure the good and great of Brighthelm get to cower beneath their finely gilded duvets while you go and sort out the problem for them.

The Moon Towers is a brand new adventure for Paupers' Ladder. It comes with its own Region, Equipment and Quest decks, and plenty more besides!

COMPONENTS



14 BIRD CARDS
New Birds will accompany you.



30 TALENT CARDS
Talents give your Pauper new abilities.



13 CURSE CARDS
Curses will afflict your Pauper.



75 EQUIPMENT CARDS
(Including 10 Rarities)
City Shops have new stock.



240 REGION CARDS
New towns, friends and foes await you. Then of course there's the Moon Towers...



4 PAUPER CARDS
8 new Paupers to play, each with their own story.



8 RECIPE CARDS
Some different Recipes to use.



38 QUEST CARDS
New Quests for you to complete.



25 CRESCENTS
These are special artefacts you can collect.



5 MOONWEED
Moonweed prevents you drawing Region cards.



4 VIRTUE MARKERS
These keep track of learned Virtues.



THE GOLDEN CHARM
The golden charm is a luckier version of the lucky charm.

THE COMPONENTS FOR SOLO PLAY ARE DETAILED ON PAGE 11

SETTING UP THE MOON TOWERS

The Moon Towers requires all the cards and tokens from *The Moon Towers* box, as well as some cards, tokens and playing pieces from the *Paupers' Ladder* box.

Here's how to set up both a solo and a 2-4 player game. If you're playing solo, the rules are on pages **11-14**.

1. Place the Paupers' Ladder board on a suitably sized surface with enough space for players to place their cards.

2. From *The Moon Towers* box, separately shuffle the **Beach, Forest, Swamp, Mine, Mountain, Quest, Rarity** and **Equipment** decks. Place each deck face-down near the board, with enough space next to each deck for discard piles.

3. Draw 4 cards from the top of the Rarity deck and place 1 face-down on each of the 4 **City Shop** tiles.

4. Draw 16 cards from the top of the Equipment deck and place 4 face-down on top of each Rarity card (*so each City Shop has a deck of 5 cards on it*).

5. Draw 4 cards from the top of the Quest deck. Place 1 face-up on each of the 4 **City Quest** tiles. Read them aloud as they're placed.

6. Take the **Recipe** deck from the *Paupers' Ladder* box and remove all cards named *unlock, thief, storm* and *dragonfire*. Replace them with the 8 Recipe cards from *The Moon Towers* box. Shuffle the Recipe deck and place it near the board, purple side showing.

7. From *The Moon Towers* box, separately shuffle the **Talent** and **Curse** decks. Place both decks face-down near the board, with enough space next to each deck for discard piles.

8. From the *Paupers' Ladder* box, place all 50 **Gems** near the board. This is the **bank**.
   From *The Moon Towers* box, place all 25 **Crescents** and all 5 **Moonweed** tokens near the board. This is the **supply**.

9. Shuffle the 14 **Bird** cards from *The Moon Towers* box with the 4 Bird cards from the *Paupers' Ladder* box. From the bottom of the deck, draw 4 Bird cards. Place these Birds trained side up next to the board. Return the rest to the box.

10. Take the 4 **Pauper** cards from *The Moon Towers* box. If you're playing solo, just place them near the board for now. Otherwise in a 2 player game, lay them out so the 2 sides are displayed. In a 3 or 4 player game, lay them out so the 3-4 sides are displayed.



A NOTE ON MOON TOWER CARDS

The Moon Towers has its own dedicated decks of Region, Equipment, Rarity, Quest and Pauper cards, as well as 8 new Recipe cards. All these cards have a ☽ icon in the lower right hand corner so they can be easily identified.



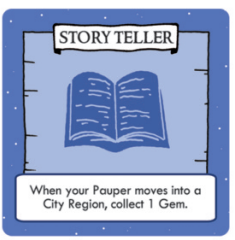
The Talent, Curse and new Bird cards don't have this icon as they can be used with both *The Moon Towers* and *Paupers' Ladder*.

4 NEW ELEMENTS

The Moon Towers comprises new elements: Talent cards, Curse cards, Crescents, Moonweed, Moon Towers, elementals, new Birds and the golden charm. Some of these can also be added to a game of *Paupers' Ladder* or *One Lonely Pauper*. The following pages explain these new elements.

TALENT CARDS

Talent cards give your Pauper an ability. Each player starts the game with 1 Talent. When a player learns a Virtue, they may replace that Talent with a new one. A Pauper can never have more than 1 Talent. Talents are always used in *The Moon Towers*, and can also be used in *Paupers' Ladder* and *One Lonely Pauper*.



SET UP

Thoroughly shuffle the Talent deck and place it face-down near the board.

USING THE TALENT DECK

At the start of the game, each player draws 2 cards from the top of the Talent deck. They then choose 1 Talent card to keep, placing it face up near their Pauper card. The other is discarded. Once chosen, the effect of each player's Talent card applies until it's replaced.

Each time your Pauper learns a Virtue, draw 2 cards from the Talent deck as before. You may discard them both, or keep 1 to replace your current Talent. Remember to discard your current Talent if you do decide to replace it.

TALENTS IN PAUPERS' LADDER & ONE LONELY PAUPER

The Talent deck works exactly the same when used in *Paupers' Ladder* and *One Lonely Pauper*. If you're using the Talent deck, you must also use the Curse deck *(see below)*.

CURSE CARDS

Curses have a negative effect on your Pauper, and can be acquired in a number of ways. They can be removed when your Pauper explores in a City Region *(see next page)*. Curses do not affect Birds.

Curses are always used in *The Moon Towers*, and can also be used in *Paupers' Ladder* and *One Lonely Pauper*.



SET UP

Thoroughly shuffle the Curse deck and place it face down near the board.

USING THE CURSE DECK

When your Pauper is Cursed, draw a card from the top of the Curse deck and place it where the card instructs, face up *(in the example above, the Curse card is placed face up on your Purse)*. If you're told to place the Curse on your Pauper card, put it on the illustration of your Pauper *(to the left of the Aviary)*.

The effects of a Curse are immediate and last until they've been removed *(see next page)*. There's no limit to how many Curses your Pauper can have.

REMOVING CURSES

Your Pauper has an extra option when they explore in a City Region: they can visit the chemist to remove Curses. When they do this their turn then ends. They can't complete a Quest in that City or visit the City Shop in the same turn.

Each time you visit a chemist, you can remove 1 Curse of your choice for free. You can remove extra Curses at the cost of 2 Gems per extra Curse removed *(so to remove 3 Curses, you would need to pay 4 Gems to the bank)*.

Discard the Curse cards you removed. They no longer have an effect on your Pauper.



CURSES IN PAUPERS' LADDER & ONE LONELY PAUPER

If your Pauper draws an Outcome card numbered 1 in a fight they are Cursed, even if the hazard was defeated. Draw a Curse card and place it as described above.

If you're using the Curse deck, then you must also use the Talent deck.

CRESCENTS



Crescents can be collected by your Pauper and your Bird in a variety of ways. There is no limit to how many Crescents you can carry. They are only used in *The Moon Towers*.

SET UP

Place all Crescents face down near the board. This is the supply.

When collected, Crescents are taken from the supply. When they're discarded, they're placed face up next to it. If all the Crescents are discarded, flip them all over to form a new supply.

There are 8 different types of Crescent and they are as follows:



Hunter Crescent: Place it face up in your Trophy Room. The number on the Crescent counts towards learning the Virtue of bravery.



Flower Crescent: Place it face up in your Purse. It can be used as Gems, up to the value shown. It can be discarded to count towards learning the Virtue of generosity.



Buck Crescent: Place it face up in your Inventory. When your Bird or Pauper fights a hazard, you may discard it to add the number on the Crescent to their Strength. You can discard more than 1 Buck Crescent in a fight.



Harvest Crescent: Place it face up in your Inventory. You can discard it instead of rolling the lucky or golden charm to give this result.



Snow Crescent: Place it face up in your Inventory. You can discard it at the end of your Pauper's turn. Your Pauper gets another turn, or ignores having to miss a turn.



Worm Crescent: Place it face up in your Journal. This counts as 1 completed Quest, and counts towards learning the Virtue of fellowship. Alternatively you can sell it in a City Shop for 3 Gems.



Pink Crescent: Place it face up in your Inventory. You can discard it to move your Pauper up to 3 Regions for free this turn, instead of 1.



Flower Crescent: Place it face up in your Inventory. You can discard it to immediately learn any 1 Recipe In Learning. Alternatively you can sell it in a City Shop for 3 Gems.

6 HAZARDS AND CRESCENTS



Hazards showing this icon in the lower right corner of their card are carrying Crescents. When you defeat them, you can either place their card in your Trophy Room, collect their Gems, or collect their Crescents.

If you collect their Crescents, take from the supply as many Crescents as the icon shows *(2 in the example above)*. Reveal them, then discard 1 Crescent of your choice. Keep the rest as described on page **5**.

REGION CARDS AND CRESCENTS



Some Region cards require you to place Crescents on them when they are drawn. Take that many Crescents from the supply and place them face down on the Region card *(so in the example to the right, take 3 Crescents from the supply and place them face down on the card as shown)*. A Crescent can be collected by either your Bird or Pauper when they explore this card. When they do, reveal and collect 1 Crescent, placing it as described on page **5**.

MOONWEED

Moonweed is a particularly virulent creeper that acts as thick roots for Moon Towers. It can prevent your characters drawing cards from certain Region decks. Moonweed is only used in *The Moon Towers*.

SET UP



Place the 5 Moonweed tokens near the board.

USING MOONWEED

Some Moon Towers produce Moonweed when they are drawn. Place a Moonweed token on top of the Region deck specified *(so in the example to the right, place a Moonweed token on top of the Mountain deck)*. Players cannot draw cards from this Region deck all the time the Moonweed is present. They can still encounter cards on the board in this type of Region.

The Moonweed is removed when the Moon Tower producing it is defeated.

MOON TOWERS



There are Moon Towers in each type of Region. They can only be fought by Paupers as Birds are not strong enough. They are only used in *The Moon Towers*.

When a Moon Tower is drawn, place it on an empty tile in the Region being explored. Place 2 Crescents from the supply face down on it *(see the example to the left)*. The Moon Tower will have 1 of the following 3 effects.

1: **Curse:** When the Moon Tower is drawn, one or more Paupers are at risk of being Cursed, according to the text on the card. These players draw a card from the Curse deck, placing in the usual way.

2: **Moonweed:** When the Moon Tower is drawn, place a Moonweed token on top of the Region deck specified *(see above for Moonweed's effects)*.

3: **Power:** Until this Moon Tower is defeated, hazards of the type shown receive a +1 bonus to their Strength in fights.

If your Bird encountered the Moon Tower, their turn now ends. If your Pauper encountered the Moon Tower, they must fight it *(see next page)*.

FIGHTING MOON TOWERS

This is the procedure for fighting a Moon Tower.



1: Ask for help: Before starting the fight, you may ask another player to help you. They can either accept or refuse. If they refuse, you can ask another player to help you, and so on. Note that only ONE other player may help you in a fight against a Moon Tower.

2: Draw an Outcome card and reveal it. This is your Pauper's Strength. If another player is helping you, they also draw an Outcome card and reveal it. The number on their Outcome card is added to your Pauper's Strength.

3: Your Pauper can use weapons, Recipes, Equipment and Talents to increase their Strength as in a regular fight. The player helping you cannot do this.

4: Your Pauper may pay 1 Gem to use the lucky charm as in a regular fight. The player helping you cannot do this.

5: If your Pauper's total Strength is equal to or greater than the Moon Tower's Strength, you have defeated it and can now earn your reward. Go to **6**.

If the Moon Tower's Strength is greater, you have failed to defeat it and are Cursed. Draw a Curse card and apply it to your Pauper. If another player helped you, their Pauper is also Cursed. Go to **7**.

6: Reveal the 2 Crescents on the Moon Tower card. A defeated Moon Tower earns you 1 of 3 rewards *(see below)*. If another player helped you in this fight, they also earn a reward. The player who drew the highest numbered Outcome card chooses their reward first. In the case of a tie, the player who helped you chooses their reward first.

Strength: Add the card to your Trophy Room, where the Moon Tower's Strength counts towards learning the Virtue of bravery.

If another player also earned a reward, they choose to keep 1 of the Crescents, discarding the other. If not, both Crescents are discarded. In either case, go to **7**.

Fame: Add the card to your Journal where it counts towards learning the Virtue of fellowship.

If another player also earned a reward, they choose to keep 1 of the Crescents, discarding the other. If not, both Crescents are discarded. In either case, go to **7**.

Crescents: Choose 1 of the 2 Crescents to keep. Discard the other.

If another player also earned a reward, they can either put the Moon Tower card in their Trophy Room for its points value, or in their Journal to count towards learning the Virtue of Fellowship. If not, the Moon Tower card is discarded. In either case, go to **7**.

7: The fight is over and your Pauper's turn ends.

MOON GUARD HAZARDS

The Moon Towers adds a new type of hazard: moon guards. These ethereal beings protect Moon Towers and can be found in all Regions.



Each moon guard has an effect on all Moon Towers on the board *(either adding to their Strength or making them immune from being fought)*. This effect is detailed on the moon guard's card, and applies until they are defeated.

ELEMENTALS

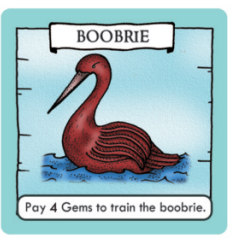


Elementals are creatures of rock, flame, air and water. There is 1 elemental in each type of Region deck. Elementals are only used in *The Moon Towers*.

Each time you fight an elemental, roll the lucky charm and the golden charm together, adding 8 to the numbers rolled. This is the elemental's Strength for this fight *(so if you roll 1 and 2, the elemental's Strength is 11)*.

A defeated elemental can be discarded right away to learn the Virtue of magnificence. Alternatively you can use it for its points value in your Trophy Room *(where it will always be worth 8 points, regardless of its Strength in the fight)*, its Gems or 2 of its 3 Crescents *(see page* **6** *- Hazards and Crescents)*.

NEW BIRDS



The Moon Towers adds 14 new Birds to the game, making 18 in total. All these Birds can be used in both *The Moon Towers* and *Paupers' Ladder*.

SET UP

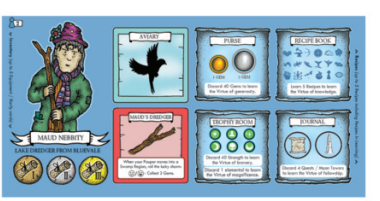
Shuffle the 14 Birds from *The Moon Towers* with the 4 Birds from *Paupers' Ladder*. From the bottom of the deck, draw 4 Bird cards and place them trained side up next to the board.

GOLDEN CHARM



The golden charm is a luckier version of the lucky charm. You'll be told when to roll the golden charm, and the results of that roll. It is generally only used in *The Moon Towers*, but may be used in *Paupers' Ladder* in conjunction with certain Talent cards.

NEW PAUPERS



The Moon Towers has 8 new Paupers. As with Paupers' Ladder, there are 4 that can be used in a 2 player game, and 4 that can be used in a 3-4 player game. They can all be used in a solo game, and each has their own unique starting Equipment.

These Paupers can only be used with *The Moon Towers*. You cannot use *Paupers' Ladder* Paupers in their place, or vice versa.

NEW EQUIPMENT CARD ICONS

Although Equipment works in the same way as *Paupers' Ladder*, new icons have been added to show how often your Equipment can be used:

- **1** Your Pauper can use this Equipment once. It is then discarded.
- **2** Your Pauper can use this Equipment twice before it is discarded. After its first use, flip the card 90 degrees to show you've used it once. After the second use, it is discarded.
- **∞** There is no limit to how many times your Pauper can use this Equipment.
- This is a weapon that your Pauper can use whenever they fight a hazard. Although you can carry multiple weapons, only 1 weapon can be used in a fight.

STARTING THE GAME

Each player chooses a Pauper as usual, taking their matching playing pieces, Virtue marker and Outcome deck. Then they choose their Bird companion from the ones available. Once that's done each player draws 4 cards from the Recipe deck, drafting their 3 Recipes In Learning as usual.



After the Dispensary has been set up, each player chooses their starting Talent by drawing 2 cards from the Talent deck. The cards will describe how they're useful. Each player keeps 1 Talent, which is placed face up near their Pauper card. The other is discarded.

Lastly, each player takes 5 Gems from the bank and places them in their Purse as usual. They may then buy 1 Equipment card from their starting City Shop as usual. The game then begins!

GAME OBJECTIVE

The objective of *The Moon Towers* is to learn 3 of the 5 Virtues. Some differ from their *Paupers' Ladder* equivalents.



GENEROSITY

During your turn, if you discard enough Gems from your Purse to the bank *(40 in a 2 player game, 30 in a 3-4 player game)* you learn the Virtue of generosity. You can also discard Flower Crescents from your Purse to count towards this total.



KNOWLEDGE

You start the game with 3 Recipes In Learning. You can learn a maximum of 5 Recipes.

When you learn your 5th Recipe you learn the Virtue of knowledge.



BRAVERY

During your turn, if you discard enough Strength points' worth of hazard cards from your Trophy Room *(40 in a 2 player game, 30 in a 3-4 player game)*, you learn the Virtue of bravery. You can also discard Hunter Crescents from your Trophy Room to count towards this total.



MAGNIFICENCE

If you discard an elemental from your Trophy Room you learn the Virtue of magnificence. Subsequent elementals you defeat can be placed in your Trophy Room for points.



FELLOWSHIP

Completed Quests are placed in your Journal. Worm Crescents placed here count as 1 completed Quest. You can also place defeated Moon Towers in your Journal.

If you discard enough completed Quests and/or Moon Towers from your Journal *(4 in a 2 player game, 3 in a 3-4 player game)*, you learn the Virtue of fellowship.



You can learn a Virtue at any point during your turn, and you do so as soon as you've fulfilled its requirements. When you do, move your Virtue marker 1 space along the Virtue track in the usual way. 10

Each time you learn a Virtue, draw 2 cards from the Talent deck. You may keep 1 of these as your new Talent. Discard your current Talent if you do.

PLAYING A TURN

This works exactly the same as it does in *Paupers' Ladder*, with both your Bird and Pauper taking their turn in either order to *(optionally)* move and then explore. However, some Region cards have new effects which have not yet been covered.



FRAGILE INGREDIENTS

Fragile Ingredients can be found in all types of Region. When your Bird or Pauper occupies a Region containing a Fragile Ingredient, you may remove it from the board before exploring in that Region.

Fragile Ingredients are collected and used in the same way as regular Ingredients.



MOONSTRIKE!

Moonstrikes work in the same way as natural disasters in *Paupers' Ladder*. When a Moonstrike is drawn, discard all cards in the type of Region described. Then you choose to discard 1 or 2 Quests from the board, replacing them with cards from the top of the Quest deck. Then return the Moonstrike to the box, as each will only occur once in a game.



HAZARDS CARRYING RARITIES

Some hazards can provide a Rarity if you defeat them. This is shown by a yellow-backed haversack icon in the lower right corner of the card *(see left)*. Should you choose to collect its Rarity *(as opposed to its Gems or points value)*, draw a card from the Rarity deck and add it to your Inventory. Then discard the hazard card.



FAILING TO DEFEAT HAZARDS

Some hazards penalise you if you fail to defeat them in a fight. When this happens, follow the **fail** text on the card. If the card states either **Pauper fail** or **Bird fail**, then the penalty only applies if that character was involved in the fight (**e.g.** *if your Bird fails to defeat a scarecrow, they become untrained. If your Pauper fails to defeat a scarecrow, nothing happens*).



HAZARDS WITH SPECIAL EFFECTS

Some hazards *(such as the moon guards on page* **7***)* have a special effect which will be detailed on their card. In the example to the left, you can't use weapons in a fight against the mire bloat.

A hazard's special effect is in play until it is defeated.

PLAYING SOLO

The Moon Towers can be played solo. Where the rules for solo play differ from a 2-4 player game, they are explained below. These rules are based on *One Lonely Pauper*, a large part of which was written by Russ Law. Check out his wonderful **Bag Of Dungeon** game by Gunpowder Studios.

COMPONENTS



TIME TOKEN
This measures how many turns are left.



2 LIFE TOKENS
These measure how healthy your characters are.



SOLO SHEET
Place your Time and Life tokens here to keep track of your game.

NOTE: These components can be used with the *One Lonely Pauper* expansion, and these rules can be used in a game of *Paupers' Ladder*.

SETTING UP THE GAME

Set up is the same as in a 2-4 player game except you can leave the Pauper cards to one side for now. You will choose a Pauper according to the difficulty level you choose to play at.

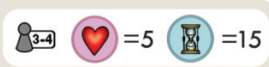
STARTING THE GAME

Choose a difficulty level to play from those shown below. Then choose your Pauper, Bird, Talent and 3 Recipes from the Dispensary. Lastly, you may buy 1 Equipment card from your starting City Shop. Note that in a 1 player game you start with 3 Gems in your Purse instead of the usual 5.

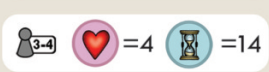
1: CHOOSE A DIFFICULTY LEVEL

There are 4 difficulty levels. Each lets you choose from certain Paupers, and gives your characters a number of Lives and a Time allowance *(see below)*.

EASY: *Choose a 3-4 player Pauper. Your Pauper and Bird each have 5 Lives. Time allowance is 15.*



MID: *Choose a 3-4 player Pauper. Your Pauper and Bird each have 4 Lives. Time allowance is 14.*



HARD: *Choose a 2 player Pauper. Your Pauper and Bird each have 3 Lives. Time allowance is 13.*



V HARD: *Choose a 2 player Pauper. Your Pauper and Bird each have 2 Lives. Time allowance is 12.*



Take the solo sheet and place it near your Pauper card. Place the Time token on the numbered space on the track that corresponds with the difficulty level you are playing *(**e.g.** 15 in an **easy** game)*.



At the start of each turn you will move the Time token 1 space towards zero. The Time token can also *(through your characters' actions)* be moved away from zero. It cannot go above 15.

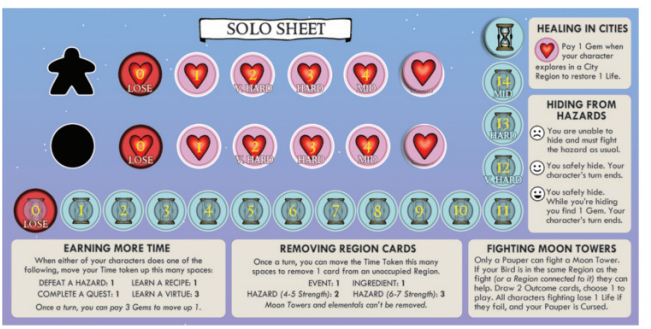
If at the start of your turn the Time token is on the zero space of the Timeline, the game is over and you have lost.

2: CHOOSE A PAUPER

Choose a Pauper from the ones available *(e.g. in an* **easy** *game choose any Pauper showing 3-4 in the top left hand corner)*. Place 3 Gems in your Purse. Place 1 Life token on the numbered space of the Pauper's Life track matching the number of Lives they start with *(***e.g.** *5 in an* **easy** *game)*.

3: CHOOSE A BIRD

Choose a Bird from the 4 available. Place it in your Aviary so the untrained side is showing. Place the other Life token on the numbered space of the Bird's Life track matching the number of Lives they start with *(***e.g.** *5 in an* **easy** *game)*.



This example shows the solo sheet set up for an easy game.

Your characters lose a Life when they fail to defeat a hazard in a fight. Lives can be restored by paying a Gem in a City Region *(see page* **13**). If either of your characters loses all their Lives, the game is lost. When Lives are gained or lost, move that character's Life token correspondingly.

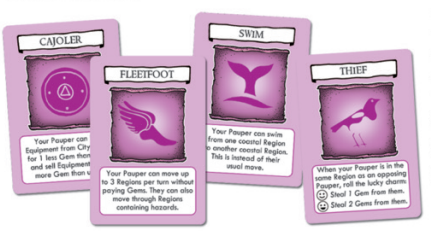
Neither character can have more Lives than they started with.

4: CHOOSE A TALENT

Choose a Talent in the usual way.

5: CHOOSE YOUR RECIPES IN LEARNING

Draw the top 4 cards from the Recipe deck. Choose 3 as your starting Recipes In Learning and discard the other. You can inspect both sides of these cards.



During the game the Dispensary is always comprised of the top 4 cards in the Recipe deck. When choosing subsequent Recipes, draw these 4 cards. Choose 1 to keep and discard the rest.

6: BUY EQUIPMENT FROM THE CITY SHOP

This is done in the usual way.

GAME OBJECTIVE

You must learn 3 of the 5 Virtues before either of the following occurs, in which case the game is lost.

1: At the start of your turn, the Time token is on the zero space of the Timeline.

2: Either of your characters loses their last Life.

PLAYING A TURN

If the Time token is on the zero space of the Timeline at the start of your turn, the game is lost.

Otherwise, move the Time token 1 space towards zero. Then take a turn with both your Pauper and your Bird in the usual way, in either order.

EARNING MORE TIME

When either of your characters does any of the following, you earn more Time before the game ends. Move the Time token 1 space away from zero.



1: Defeats a hazard *(whether you use it for Gems, Ingredients, Crescents, Equipment or your Trophy Room).*



3: Learns a Recipe.



2: Completes a Quest.



4: Learns a Virtue (**NOTE**: *This moves the Time token 3 spaces away from zero, instead of 1).*



Once per turn, you can pay 3 Gems to move the Time token 1 space away from zero. This can be done at any point during your turn.

REMOVING REGION CARDS

Once per turn, you can move the Time token towards zero to remove a card from any Region not currently occupied by either of your characters. This can be done at any point during your turn.

Removing the following types of card requires you to move the Time token this many spaces towards zero:



EVENTS

1 ←



INGREDIENTS

1 ←



HAZARDS: 4-5 STRENGTH

2 ←



HAZARDS: 6-7 STRENGTH

3 ←

NOTE: Moon Towers and elementals cannot be removed in this way.

HEALING IN CITY REGIONS



When either of your characters explores in a City Region, they can visit the healer and pay 1 Gem to the bank to restore 1 Life. Their turn then ends. They cannot do anything else in this City Region this turn.

Each character can only heal 1 Life per turn.

FIGHTING HAZARDS

This works in the usual way, except that when a character fails to defeat a hazard they lose 1 Life. This is in addition to any other consequences of failing the fight *(such as losing Gems, becoming Cursed etc)*.

HIDING FROM HAZARDS

When either of your characters encounters a hazard, they can choose to **hide** instead of fighting. Roll the lucky charm and consult the table below to see what happens:

☹ You are unable to hide and must fight the hazard as usual.

☺ You safely hide. Your character's turn ends.

😀 You safely hide. While you're hiding you find 1 Gem. Your character's turn ends.

MOON TOWERS

When a Moon Tower is placed on the board and its effect is to Curse Paupers, your Pauper will always be considered the target and must follow the card's instructions accordingly.

As in a 2-4 player game, if a Bird encounters a Moon Tower they don't fight it. Follow the card's instructions as usual. The Bird's turn then ends.

FIGHTING MOON TOWERS

Fighting Moon Towers works the same as in a 2-3 player game except in lieu of asking other players to help you, your Bird can help you instead.

Your Bird can help you if it is in the same Region as the Moon Tower, or a Region connected to it. When this happens, draw 2 Outcome cards instead of 1. Choose the highest as your Pauper's Strength and discard the other. If your Bird is trained then you also add 1 to your Pauper's Strength. Your Pauper can use weapons, Recipes, Equipment, Talents and the lucky charm in the usual way.

If you fail to defeat a Moon Tower in a fight, then as well as being Cursed your Pauper loses 1 Life. If your Bird helped you then they also lose 1 Life.

If you defeat a Moon Tower in a fight, you get 1 of the 3 rewards. This is the case whether your Bird helped you or not.

WINNING THE GAME

You win the game as soon as you have learned any 3 of the 5 Virtues.

THANKYOU!

A huge thankyou to all of you who pre-ordered or bought this game, also to everyone who proof read the rules and cards *(Jill Stevens, Lee Reece, Jake Woollard, Adam Ingleby, Tim McGregor, Annie Hatcher)* and helped with playtesting *(Jake Woollard, Sian Sandry, Bethan Prosser, Ciaron O Connor, Jon, Bevan & Aela Mason)*. And a massive thankyou to Russ Law for the solo ruleset, and all the wonderful board game shops who have supported this game!