

Card FAQ

This is an alphabetized list of any cards that may have unintuitive interactions with other cards or the core rules. You should not need to read through this FAQ in its entirety; use it as a reference if you have any questions during your games.

VILLAGER CARDS



Apprentice Adventurer

A reward is anything you receive when landing on an Adventure space (i.e., treat whatever space you land on as if it is blank).

If you use Apprentice Adventurer to move onto the final space of an Adventure path, you return Home at the end of your turn, as usual.



Auld Blether

Auld Blether counts itself.

Count all Villager cards you have in play, even those with no Supplies on them; do not count your opponent's Villagers.



Billy Bigspend

If you have 10 Coins, you must pay them. If you have fewer than 10 Coins, pay none of them and do not open a Chest, but still remove one Supply as usual.

The Supply removed from Billy Bigspend to activate the card is not counted as one of the 10 Coins.



Bin Raker

Resolve the effects in order; if you only have one card in your hand it will be Trashed.



Bunny Bureaucrat

If you choose both, resolve the effects in order; the cards you Draw may be Tucked as part of the reward claimed with the Adventure effect.

If you do not have 2 Coins to pay as you activate the card, you cannot choose both (i.e., you may not

use Coins that you Gain from an Adventure reward or Gear trigger in order to choose both).



Census Taker

You may activate Census Taker if the deck is empty and remove one Supply, as usual, to activate a Starter card without performing the rest of the card's effects.



Charitable Giver

Charitable Giver counts only the Coins you have; it does not count the Supplies on your Villager, Gear, or Building cards.

You may activate Charitable Giver even if you have 0 Coins, and still Gain 5.



Doomsayer

If the deck is empty, you may still resolve the Adventure effect without Trashing a card.

If there aren't three cards in the Trash pile, just count as many as there are.



Dowsing Roddie

You may activate Dowsing Roddie if the deck is empty and remove one Supply, as usual, without resolving the effect.



Equal Opportunity Misanthrope

You may activate Equal Opportunity Misanthrope if the deck is empty and remove one Supply, as usual, without activating a Starter card.



Escarcrow

Resolve the effects in order; if there are only two cards left in the deck, you can choose to Draw both and there won't be a third card left for your opponent to Draw.

If you have Sorting Room in play, you'll Consider 4 instead; if you choose to Draw 2, your opponent can Draw either of the two remaining cards; the last card is returned to the top of the deck as usual.



Escrow Courier

Resolve the effects in order; if only one card is left in the deck, Draw it.

If you Play 1, you must pay its cost as usual. If you choose not to Play 1, it will be Trashed with the rest.



Factor Feather

If you choose to Tuck the unrevealed cards, do not look at them before tucking them.

If your opponent has Sorting Room in play, they Consider 5, giving you an extra card to Draw or Tuck.



Friendly Crow

You must Trash a card if you have one.

Friendly Crow only cares about the card's Species, not Type - a Rabbit Building is still "Rabbit" for resolving this effect.

If you have no cards to Trash you may activate Friendly Crow and remove one Supply, as usual, without resolving the effect.



Frog Finder

If the Trash pile is empty you may activate Frog Finder and remove one Supply, as usual, without resolving the effect.

If you have enough Coins, you must pay them. If you don't have enough Coins, pay none of them and do not Tuck the card.



Frog Gambler

If you Trash a card that cares about the Trash pile (e.g., Frog Finder, Litter Picker), the card you Trash is now the top card (i.e., Frog Gambler Trashing Frog Finder may use Frog Finder's action to Tuck the Frog Finder itself).

You may activate Frog Gambler when the deck is empty and remove one Supply from Frog Gambler without resolving the effect, as usual.

Frog Gambler resolves the effects; for cards that reference themselves as part of the effect (e.g., Hardworking Florist), treat "this card" as Frog Gambler.



Frog Wizard

"Gain" reads as "Draw" only in the text of the reward you claim. If Frog Wizard claims a Gold Chest that lets you activate one of your Villager cards and you activate Maxi Millions, you Gain 5 and do not Draw 5.



Gearless Hero

Count only your own Gear cards (i.e., do not include your opponent's); include Gear cards with no Supplies on them.



Greatwing Wanderer

You must choose one of the three Species that are actually in the game; no choosing Badger!

Trashing 0 cards counts as Adventuring 0 and still activates cards with an Adventure trigger (e.g., Adventure Juice), but don't claim a reward.



Hardworking Arborist/Florist

If you used a Main Action to activate this card, you will need to remove a second Supply to perform the bonus effect.





Heart of the Community

Heart of the Community counts itself; include all Villager cards in play, even those with no Supplies on them.



Homebody

Homebody Draws 1 if you activated a Starter card this turn by any means (e.g., Equal Opportunity Misanthrope, Paladin of the Populace, an Adventure reward), not only from spending a Main Action to activate a Starter card.



Honour Student

Removing one Supply happens before resolving the card's effects, as usual.



Introvert Adventurer

Return Home even if you did not reach the end of an Adventure path, and even if you did not open a Chest as your reward.



Litter Picker

If the Trash pile is empty you may activate Litter Picker and remove one Supply, as usual, without resolving the effect.

If you have enough Coins to Play the card, you must do so. If you don't have enough Coins, Pay none of them and do not Play the card.



Master Craftsman

The Gear card is not tucked when you resolve its Relic effect using Master Craftsman (i.e., the Gear card remains in play until it has no remaining Supplies, at which point you resolve its Relic effect again and Tuck the card at the end of your turn, as usual).



Mr. Crow

Mr. Crow resolves the effects; for cards that reference themselves as part of the effect (e.g., Hardworking Florist), treat "this card" as Mr. Crow.

If you can't (or choose not to) reveal a Villager card from your hand, remove one Supply from Mr. Crow, as usual.



Neat NEET

Neat NEET Draws 1 if you activated a Starter card this turn by any means (e.g., Equal Opportunity Misanthrope, Paladin of the Populace, an Adventure reward), not only from spending a Main Action to activate a Starter card.



One-eyed Jack

Resolve the effects in order; the card you Draw can be tucked as part of a reward claimed from the Adventure effect.



Paladin of the Populace

The player resolving the effect activates their Warren first; any cards that trigger from activating the Warren (e.g., Generous Pension) will also resolve for that player first.



Part-Timer

Removing one Supply happens before resolving the card's effects, as usual.



Pawn Shop Paul

If you do not have a card to Trash, you may not Gain or Draw; still remove one Supply, as usual.





Personnel Trainer

If you have a card to Trash, you must Trash it.

If you do not have a card to Trash, you may not choose a Villager card to activate, even one with cost 0.

If you do not have a card to Trash you may activate Personnel Trainer and remove one Supply, as usual, without resolving the effect.



Postmaster Crownelius

Pay from your Coins (i.e., not the Supply removed from the card).

If you can afford to pay 1, you must do so.

If you cannot pay 1, you cannot Draw 1, but you may activate Postmaster Crownelius and remove one Supply, as usual, without resolving the effect.



Private Tutor

Private Tutor counts only the Coins you have; it does not count the Supplies on your Villager, Gear, or Building cards.

If you have 0 Coins, you may activate a Villager with cost 0.



Procrastinating Postgrad

Removing one Supply happens before resolving the card's effects, as usual.



Remorseful Seller

You may activate Remorseful Seller if the deck is empty. Your opponent cannot Draw a card; you still Gain 5.



Shapechanger

Shapechanger resolves the effects, so for cards that reference themselves as part of the effect (e.g., Hardworking Florist), treat "this card" as Shapechanger.



Shell Game Master

Resolve the effects in order; if only one card is left in the deck, it will be tucked.



Shell Game Trickster

Resolve the effects in order; if only one card is left in the Trash pile, Tuck it.

If you have Sorting Room in play, Consider 4 from the top of the Trash pile. Any leftovers will be placed on top of the deck in any order, as usual.



Sightseer

Fully resolve the first reward before moving a second space. If your first reward is to activate Sightseer again (e.g., from a Gold Chest), you'll still move the second space (from the first activation) after the second activation is finished.



Soaring Postie

This counts as two separate instances of Draw for triggering Gear and Buildings. (e.g., Mailbag)



Societal Leech

Societal Leech only cares about the card's Species, not Type – a Rabbit Building is still "Rabbit" for resolving this effect.

You cannot choose to Trash a card from your hand if you have no cards in hand; however you can choose to Trash a card from the top of the deck even when the deck is empty. If no card was Trashed, do not activate your Warren.



Top Shopkeep

You may activate Top Shopkeep if the deck is empty and remove one Supply, as usual, without resolving the effect.

GEAR CARDS



24 Carrot Ring

Both Villager cards must be tucked because they have no Supplies on them at the end of your turn; tucking a Villager card from anywhere else (e.g., Bin Raker, or an Adventure reward) does not count towards triggering 24 Carrot Ring. If the two Villagers get married on your own turn, as 24 Carrot Ring will now have 0 Supply on it you can resolve its Relic effect and Tuck it on that same turn (since you can choose to resolve your Gear and Villager Tucks in any order).



Chainwhip

Whether or not you reveal and Tuck a Crow Villager, Tuck Chainwhip as usual.



Crowbar

Crowbar triggers with any Chest type (not just Iron).



Enchanted Lost-and-Found Box

Cards in a Consider effect (e.g., Shell Game Master, Factor Feather) are not "from play" and tucking them will trigger the Enchanted Lost-and-Found Box.



The Excellent Prismatic Wand

Whether or not you reveal and Tuck a Frog Villager, Tuck The Excellent Prismatic Wand as usual.



Fishing Rod

Fishing Rod triggers each time you resolve a Trash effect, not each time you Trash an individual card (e.g., when activating Escarcrow

and resolving a Trash 2, you take 1 Supply, not 2, from Fishing Rod).

If you resolve a Trash action but don't actually Trash a card (e.g., Frog Gambler with an empty deck), you will not trigger Fishing Rod.



Generous Pension

Generous Pension triggers if you activate your Warren by any means (e.g., Equal Opportunity Misanthrope, or an Adventure reward), not only from spending a Main Action to activate it.

Adding 1 Supply to a Villager with 0 Supply on it can stop the Villager from being tucked at end of turn, since you can choose to resolve your Gear and Villager Tucks in any order.



Mailbag

Mailbag triggers each time you resolve a Draw effect, not each time you Draw an individual card (e.g., when activating Crow Ancestor and resolving a Draw 3, you take one Supply, not three, from Mailbag).



Map of the Wilds

Map of the Wilds triggers if you activate your Lilypad by any means (e.g., Equal Opportunity Misanthrope, an Adventure reward), not only from spending a Main Action to activate it.

Adding 1 Supply to a Villager with 0 Supply on it can stop the Villager from being tucked at end of turn, since you can choose to resolve your Gear and Villager Tucks in any order.



Ouroboros Tome

Playing a card that costs 0 doesn't count as "spending Coins". Resolving a pay effect (e.g., Postmaster Crownelius) or an Invest effect, does count as "spending Coins", as long as you actually spend at least 1 Coin.



Party Hat

Count your Villager cards and your opponent's; include all Villager cards in play, even those with no Supplies on them.



Portal Scroll

When resolving the Relic effect, do not return Home or trigger other Gear cards that care about Adventuring; if you choose to move your Adventurer, simply pick them up from wherever they are and move them directly to the Lilypad space on the Adventure Wilds path.



Rebate Coupon

You must fully pay for the Invest trigger before you can take a Supply from Rebate Coupon.



Recycle Bin

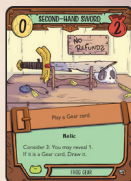
Recycle Bin triggers each time you resolve a Trash effect, not each time you Trash an individual card (e.g., when activating Escarcrow and resolving a Trash 2, you take 1 Supply, not 2, from Recycle Bin). If you resolve a Trash effect but don't actually Trash a card (e.g., Frog Gambler with an empty deck), you will not trigger Recycle Bin.



Scrying Bracelet

Scrying Bracelet triggers each time you resolve a Consider effect, not each time you Consider an individual card (e.g., when activating Shell Game Master and resolving a Consider 3, you take

one Supply, not three, from Scrying Bracelet).



Second-Hand Sword

Whether or not you reveal and Draw a Gear card, Tuck Second-Hand Sword, as usual.



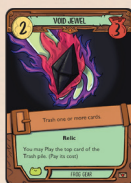
Sleeping Bag

Sleeping Bag triggers if you activate your Nest by any means (e.g., Equal Opportunity Misanthrope, an Adventure reward), not only from spending a Main Action to activate it. Adding 1 Supply to a Villager with 0 Supply on it can stop the Villager from being Tucked at end of turn, since you can choose to resolve your Gear and Villager Tucks in any order.



Spear of the Heavens

Whether or not you reveal and Tuck a Rabbit Villager, Tuck Spear of the Heavens as usual.



Void Jewel

Void Jewel triggers each time you resolve a Trash effect, not each time you Trash an individual card (e.g., when activating Escarcrow and performing a Trash 2, you take one Supply, not two, from Void Jewel).

If you resolve a Trash effect but don't actually Trash a card (e.g., Frog Gambler with an empty deck), you will not trigger Void Jewel.

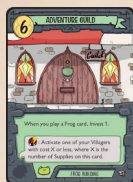
Whether or not you Play a card from the Trash pile, Tuck Void Jewel as usual.



Wizard Hat

Wizard Hat triggers each time you resolve a Consider effect, not each time you Consider an individual card (e.g., when activating Shell Game Master and performing a Consider 3, you take one Supply, not three, from Wizard Hat).

BUILDING CARDS



Adventure Guild

If there are no Supplies on Adventure Guild, you may activate a Villager with cost 0.

You may still Enchant Adventure Guild if you do not have a Villager to activate.



Bank

Triggering a Gear card does not use the Gain effect and does not allow you to Invest. Adventure rewards do use the Gain effect even though they show an icon instead of the word "Gain".

Do not sum multiple Gain effects, even if they happen as part of the same action. Interrupt each Gain effect as it resolves, before taking the Coins for the next Gain effect and interrupting it too.



Campsite

If there isn't a Frog or Rabbit card among those you are Considering, oops! You can't choose to Play one from your hand instead.



Community Centre

If there are no Supplies on Community Centre, you may activate a Villager with cost 0.

You may still Enchant Community Centre if you do not have a Villager to activate.



Croak Soak

If there isn't a Crow or Rabbit card among those you are Considering, oops! You can't choose to Play one from your hand instead.



Hall of Legends

If there are no Supplies on Hall of Legends, you may activate a Villager with cost 0.

You may still Enchant Hall of Legends if you do not have a Villager to activate.



Immigration Office

If there isn't a Frog or Crow card among those you are Considering, oops! You can't choose to Play one from your hand instead.



Observatory

Tucking a card as part of a Consider (e.g., Shell Game Master, Factor Feather) is not "from play", so it will trigger Observatory.

If you can't afford to pay the full amount of X, you can't choose to pay less and Draw less.



Post Office

When Enchanting Post Office, even if you choose to Invest less than X you will still Draw the full value of X.



Quarry

When Enchanting Quarry, even if you choose to Invest less than X you will still Adventure the full value of X.



Scrapheap

If you resolve a Trash effect but don't actually Trash a card (e.g., Frog Gambler with an empty deck), you will not trigger Scrapheap.



Sorting Room

Sorting Room increases ALL Consider values by 1, even ones you might not want - like an Opponent's Factor Feather.

If you are Considering from somewhere other than the deck (e.g., Shell Game Trickster), the extra card should come from the same place.

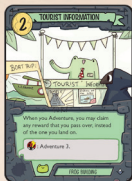
Any cards that aren't specified as part of the effect are returned to the top of the deck in any order. (e.g., Escarcrow with Sorting Room in play will Consider 4. Escarcrow's effect only tells you what to do with three of the cards, so the fourth will be placed on top of the deck)



Telegraph Office

When revealing the card you Draw, you must reveal it and Play it immediately.

When you have Telegraph Office in play, it's best to carefully separate the cards you are Drawing/Considering from the cards in your hand until you decide how you want to resolve the effect. You must pay the cost of a revealed card to Play it, as usual.



Tourist Information

You may claim any reward you pass over, even when you land on an empty space without a reward.

If you reach the end of an Adventure path and choose to claim a reward you passed over instead of a Chest, return Home at the end of your turn as usual.



Workshop

If there aren't 2 Supplies on the Gear, you're only able to take 1; you can't just get a second one from the Reserve.

The Gear card is not tucked when you resolve its Relic effect using Workshop (i.e., the Gear card remains in play until it has no remaining Supplies, at which point you resolve its Relic effect again and Tuck the card at the end of your turn, as usual).



Zero Waste

If you Trash 2 cards at the same time, and one of them is a Gear that triggers when Trashing cards (e.g., Fishing Rod, Recycle Bin), if you play that Gear it will be too late to trigger it.

On the other hand, if there is already a Gear with that trigger in play, you can trigger the in-play Gear and then use that Coin to pay for the Gear you are about to play, as usual.

