



ARCANE ALLEY

MOONSTRUCK

MARKET

MERCHANT
HANDBOOK

It's time for a change...

A transformation, in fact.

As the unnatural emerald moon rises above the haunted forest, the infamous Madame Moonstruck and her traveling caravan emerge, eager to sell their wares in **Arcane Alley**.

Her merchants are full of wolfish charm, bringing the ghastliest of goods: objects said to be eerily unspeakable, fiendishly frightful, and—most importantly—profitable.

Each piece of merchandise has been magically moon-chanted by the power of the mysterious emerald moon—it's rumored that these items are twisted, transformed, and possibly even... alive.

Others might fear such things, but an experienced wizard merchant such as yourself recognizes an opportunity when it presents itself: unusual goods always yield unusually high profits.

So bare your teeth and join the pack. The emerald moon is fickle, yes, but so are fortunes, and there's always one to be made in **Arcane Alley**, especially during the **Moonstruck Market**.

DESIGNED IN



AUSTIN, TEXAS

Game by **Corwin Riddle**
Art by **Janette Ramos**



AGE



TIME



WIZARDS

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! For a full FAQ and updated 2-player rules, visit www.strangespacegames.com.

Components

Market board (2 pieces)



1 Moon die



96 Item cards



2 Wizard cards



6 Score tokens



6 Player Aid cards



Side A



Side B

1 Reminder card



1 Starting Player token



What's New?

Here's a quick summary of everything new in **Moonstruck Market** and what it does. The following sections will explain in more detail.


New Wizards

There are two new wizards to choose from.




New Items and the Combined Item Deck

There are new moon items to be added in with the base game items (about half of each game's items will be used) for a combined item **deck**.

The Market


The **market board** is added to the play area and populated with items. Players can spend  to buy a **market** item as their turn's draw action, instead of drawing from the **deck** or **discard**.

The Moon Die

There's a **moon die** that advances during the game. If the **moon die** matches an item's moon icon (, , or ) , that item is **moonstruck** (its effect is modified and it can be sold in a **moon set**).





New Ways to Sell Sets

There are two new subtypes of **sets** that can be sold:

- **Moon Set:** a **stack** of three revealed **moonstruck** items. A **moon set** sells for the lowest  value of all items in the sold **moon set**.
- **Mixed Set:** a **stack** of three revealed items of the same item type (such as OLDER WANDS + AUTOMATED WANDS, or DRAGON'S EGGS + EMERALD EGGS).

New Item Effects

There are two new item effects (see Page 11 for full details):

   **When Moonstruck:** modifies a moon item's effect when that effect activates while that item is **moonstruck** (its  matches the **moon die**).



When Expended (Optional): when discarding an item with this effect from your **stash** (as your turn's play/discard action), you can choose to activate the effect by placing the item sideways in the **discard** to show it has been expended.

An expended item can be drawn from the **discard** with a draw action as normal, but can't be expended again on the same turn it was drawn.

Add new wizards,
new player aids,
and **moon die**



Create the combined
item **deck** (Page 5)



Add the **market board**




Setup

Fill the **market** slots
with items from the
deck (all revealed)



1 Stock

Players can buy a
market item as
their draw action
by spending 

-2 

Slide items over
to fill vacant slots,
then flip an item
from the **deck**



2 Sell

Roll the **moon**
die on starting
player's first turn



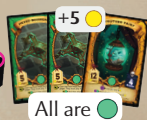
Advance on starting
player's turns and when
a **moon set** is sold (the
▶ points to next side)



Moon Set: a **stack**
of three revealed
moonstruck items



or



Mixed Set: a **stack** of three
revealed items of the same
type (WANDS, RINGS, EGGS, etc.)



or



Creating the Item Deck

During **Setup**, create the item **deck** by adding items from both the base *Arcane Alley* game and the *Moonstruck Market* expansion. The final deck will include cards with two different card backs to help players narrow down what possible items any hidden card could be.

Following is the recommended deck list for a normal game. See *Page 12* for additional deck list recipes, or feel free to create your own!



Include these items from **Arcane Alley**

And



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Cursed Mirror	3	4
Hypnotic Toad	2	3
Invisible Ring	3	4
Three-Headed Coin	7	9
Older Wand	5	6
Magic Boomerang	5	6
Floating Carpet	4	5
Crystal Ball	5	6
Bottled Fairy	4	5
Bubbling Cauldron	8	10
Dragon's Egg	4	5
Sovereign Sword	3	4
Dark Lotus	5	6
Skeletomicon	5	6
Haunted Doll	4	5
Facsimilous Feline	2	3
Wizard's Watch	1	1
Pandora's Lockbox	1	1
Mystical Lamp	1	1
Sacred Chalice	1	1

Total items: 73 91

Item name	# for 2-4 players	5-6 players
Talking Toad	3	3
Decryptor Ring	3	4
Automated Wand	6	7
Hexed Boomerang	5	6
Werefur Carpet	5	6
Gelatinous Ball	5	6
Toothed Fairy	5	6
Emerald Egg	4	5
Skeletal Sword	4	5
Fool's Moon	2	3
Spectral Spectacles	1	1

Total items: 43 52

Combined **deck** for 2-4 players: **116** items

Combined **deck** for 5-6 players: **143** items



The **player aid** card list is based on this combined **deck**.



Setting Up

Use the following updated **Setup** instructions. The ● steps are unchanged from the base game, while the ● steps are new or different.

- 1 Create the combined item **deck** (see opposite page).
- 2 Place the **game board** in the center of the play area and place the **round marker** token on the circle marked 1st.
- 3 Place the **market board** next to the **game board**.
- 4 Place the **deck** to the left of slot 3 of the **market board**.
- 5 Add the **fine markers** to the play area within reach of all players.
- 6 Each player takes a **wizard card** and its 3 matching **score tokens**.

! If this is your first game, it is recommended to play without the wizard powers (use the blank side of each **wizard card**).


- 7 Each player places 1 of their **score tokens** on the **game board** at 25 gold (●) and 1 of their **score tokens** at 0 infamy (●).
- 8 The player with the dog which most resembles a wolf goes first (if it belongs to multiple players, the player it loves more goes first). Give them the **moon die**, whichever **starting player token** you've decided to use, and the **reminder card**. You are ready to begin!

! If you're playing a 2-player game, check out our website at www.strangespacegames.com for updated 2-player rules.

Example: Setup for 3 players



Using the Market

The **market** adds another option for drawing items. Instead of using your turn's draw action to draw from the **deck** or **discard**, you can instead spend  to draw one of three revealed **market** items.

Setting Up the Market

During **Setup**, add the **market board** to the play area.






Stocking the Market


After creating the **discard** in each **1 Stock** phase, reveal three items from the **deck** and place them in **market** slots 1, 2, and 3, in order.



Drawing an Item from the Market

During the **2 Sell** phase, instead of using your turn's draw action to draw from the **deck** or **discard**, you can buy a **market** item:

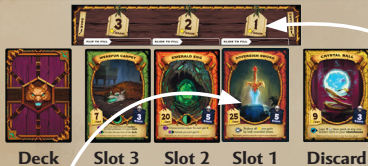
1. Spend  equal to the cost listed above the desired item's slot (1, 2, or 3 ). If you don't have enough , you can't buy it.
2. Add the purchased item to your **stash**. This is your draw action.
3. Slide remaining **market** items one slot towards the discard (if necessary) so that slots 1 and 2 are filled and slot 3 is empty, then reveal the top item of the **deck** and place it in slot 3, faceup.

 There must always be 3 revealed items in the **market**! If any effect leaves an empty **market** slot, fill it immediately as detailed in Step 3.


Example: Using the Market

Here's an example of drawing an item from the **market**.

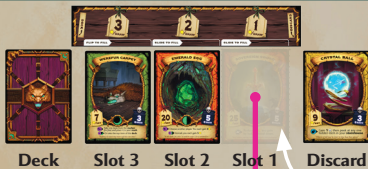
1. Spend for the item you want to draw.



Let's say you want this
SOVEREIGN SWORD

You need to spend
1  as shown here

2. Add that item to your stash.



Take the item into your
stash (this is your draw)

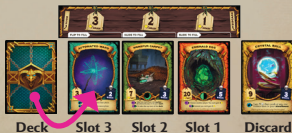
This leaves
slot 1 empty

3. Fill the empty market slot.




Slide remaining items to the right
so that slot 3 is the empty slot



Then flip over the top item of the
deck and place it up in slot 3



Using the Moon Die

The **moon die** will always show one of , , or . When a moon item's moon icon matches the **moon die**, that item is **moonstruck** (its effect is modified and it can be sold in a **moon set**).

Setting the Moon Die

When each **2 Sell** phase begins, the starting player rolls the **moon die** at the beginning of their first turn to set the initial side.

Here, moon items with the  icon are **moonstruck**



Advancing the Moon Die

Then, during the **2 Sell** phase, advance the **moon die** each time either of the following occurs (it can advance multiple times on a turn):

- The starting player's turn begins, or
- A **moon set** is sold.

To advance the **moon die**, turn it once so that the side pointed to by the ► becomes the new faceup side. For example:



! The **moon die** will always advance in the same order.



Locking the Moon Die

When the **3 Inspection** phase begins, the **moon die** is locked for the rest of the round and can no longer be set, rolled, or advanced (**moon sets** matching the **moon die** still sell in an inspection, but do not advance it).

The **moon die** remains locked until the next **2 Sell** phase begins, when the new starting player rolls the **moon die** to set its initial side.

Selling Moon Sets and Mixed Sets

Moon sets and mixed sets offer new ways to sell stacks of items.

Both count as “sets” for effects and powers, and as with normal sets, if your **storehouse** contains a **moon set** or **mixed set** on your turn, you must sell it (if starting your turn with a completed set: sell it, then draw).

Selling a Moon Set

A **moon set** is a **stack** containing three revealed **moonstruck** items (they have the same moon icon, ☀, ☾, or 🌑, which matches the **moon die**), and follows all other normal **set** rules with the following exceptions:

- A **moon set** sells for the lowest 🟡 value of all items in the **set**.
- Activate 🟡 effects as normal. If there are multiple unique 🟡 effects, activate them in the order of your choice.
- If you have a **stack** of three identical revealed moon items on your turn, but they are not **moonstruck**, you must still sell them, but as a normal **set** (three identical **moonstruck** items **must** be sold as a **moon set**).



This **moon set** is worth 0 🟡 and it activates both **HEXED BOOMERANG** and **FOOL'S MOON'S** 🟡 effects



This **moon set** is worth 3 🟡 and activates **GELATINOUS BALL'S** 🟡 effect once



This **moon set** is worth 1 🟡

Selling a Mixed Set

A **mixed set** is a **stack** containing three revealed items which are not all the same item, but are all the same item type (all **SWORDS**, all **EGGS**, all **WANDS**, etc.). Items in a **mixed set** will have the same color frame and same 🟡 value. **Mixed sets** follow all other normal **set** rules.



Yes, it's a **set!**
2 **SKELETAL SWORDS**,
1 **SOVEREIGN SWORD**.
Gain 25 🟡



Yes, it's a **set!**
2 **MAGIC BOOMERANGS**,
1 **HEXED BOOMERANG**.
Gain 5 🟡, activate the **HEXED BOOMERANG'S** 🟡






This is not a **set!**
The **FACSIMILOUS FELINE** only completes a **set** for identical items

Reading Moon Items

Here's a breakdown of a moon item (see Page 17 for full item reference):

Moon icon:

one of either   or . If it matches the **moon die**, this item is **moonstruck** (an item with all 3 moon icons is always **moonstruck**).

When Expended:

new effect that you can choose to activate when discarding this item as your play/discard action.


When Moonstruck:

modifies the item's effect if it activates while the item is **moonstruck**.



Item type:

the second word of the name here is the item type. **WEREFUR CARPET** and **FLOATING CARPET** are both the "carpet" type.

The  value of moon items is always higher than their non-moon item type counterpart.

For **WEREFUR CARPET**, if you expend this item while it is **moonstruck** (the **moon die** is ), then you can instead take the top item of the **deck** to place in your **stash**.

Resolving Item Effects





There are two new item effects:







When Expended (Optional): when using your turn's play/discard action to discard an item with this effect from your **stash**, you can *choose* to activate this effect by "expending" it.

- To activate the item, you must discard it from your **stash**; sending a replaced item from your **storehouse** to the **discard** does not count.
- Once activated, first resolve the effect, then expend the item by placing it sideways in the **discard** (*revealed*), perpendicular to the other items.
- Expended items can be drawn from the **discard** as normal, but cannot be expended again on the same turn they were drawn.
- Activating this effect is optional. If you discard the item from your **stash** as your play/discard action, you can choose *not* to expend it.



When Moonstruck: modifies a moon item's effect as shown, if that effect activates while the item is **moonstruck** (the item's  will be , , or  and matches the **moon die**).

- The modifying text will always start with **And**, **Or**, or **Instead**:
 - **And** – you must resolve this effect in addition to the item's effect.
 - **Or** – you can choose to resolve this effect instead of the item's effect.
 - **Instead** – you must resolve this effect instead of the item's effect.
- For example, the   icon means: "If this item's  effect activates while the **moon die** is , modify that effect as follows..."

Alternate Item Deck Recipes

Here are some alternative combined item deck recipes to try out.

Recipe 2: You Boomerang?Page 13

Recipe 3: Most Infamous.....Page 14

Recipe 4: Best Friends Forever.....Page 15

Recipe 5: Taking it Easy.....Page 16

Recipe 1: Moonstruck Madness

This recipe includes all of the **Moonstruck Market** items. Note that any wizards with moon-based powers will have a larger advantage.



Include these items from **Arcane Alley**

Item name	# for 2-4 players	5-6 players
Cursed Mirror	3	4
Hypnotic Toad		
Invisible Ring		
Three-Headed Coin	7	9
Older Wand		
Magic Boomerang		
Floating Carpet		
Crystal Ball		
Bottled Fairy		
Bubbling Cauldron	8	10
Dragon's Egg		
Sovereign Sword		
Dark Lotus	5	6
Skeletomicon	5	6
Haunted Doll	4	5
Facsimilous Feline	2	3
Wizard's Watch	1	1
Pandora's Lockbox	1	1
Mystical Lamp	1	1
Sacred Chalice	1	1

Total items: 38 47



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Talking Toad	5	6
Decryptor Ring	6	8
Automated Wand	11	13
Hexed Boomerang	10	12
Werefur Carpet	9	11
Gelatinous Ball	10	12
Toothed Fairy	9	11
Emerald Egg	8	10
Skeletal Sword	7	9
Fool's Moon	2	3
Spectral Spectacles	1	1

Total items: 78 96

Combined **deck** for 2-4 players: **116** items

Combined **deck** for 5-6 players: **143** items

Recipe 2: You Boomerang?

This recipe maximizes the craziness that comes with playing, replaying, and forcing other players to play *MAGIC* and *HEXED BOOMERANGS*. Most of the items included let you peek, flip, and play additional items. The **deck** is smaller than usual—reshuffle it if it runs out!



Include these items from **Arcane Alley**

Item name	# for 2-4 players	5-6 players
Cursed Mirror	3	4
Hypnotic Toad		
Invisible Ring	6	8
Three-Headed Coin		
Older Wand	11	13
Magic Boomerang	10	12
Floating Carpet	9	11
Crystal Ball	10	12
Bottled Fairy		
Bubbling Cauldron		
Dragon's Egg		
Sovereign Sword		
Dark Lotus		
Skeletomicon		
Haunted Doll		
Facsimilous Feline	2	3
Wizard's Watch	1	1
Pandora's Lockbox	1	1
Mystical Lamp	1	1
Sacred Chalice	1	1

Total items: 55 67



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Talking Toad		
Decryptor Ring	6	8
Automated Wand	11	13
Hexed Boomerang	10	12
Werefur Carpet	9	11
Gelatinous Ball	10	12
Toothed Fairy		
Emerald Egg		
Skeletal Sword		
Fool's Moon		

Total items: 47 57

Combined **deck** for 2-4 players: **102** items

Combined **deck** for 5-6 players: **124** items

Recipe 3: Most Infamous

This recipe uses the most high infamy items possible, excluding the FAIRIES and any other item that allows you to reduce your infamy. It'll be slightly easier to make sets, but anyone with items in their storehouse during an inspection will be hit hard. Expect a lot of fines!



Include these items from **Arcane Alley**

Item name	# for 2-4 players	5-6 players
Cursed Mirror		
Hypnotic Toad		
Invisible Ring		
Three-Headed Coin		
Older Wand		
Magic Boomerang	10	12
Floating Carpet	9	11
Crystal Ball	10	12
Bottled Fairy		
Bubbling Cauldron	8	10
Dragon's Egg	8	10
Sovereign Sword	7	9
Dark Lotus		
Skeletomicon	5	6
Haunted Doll	4	5
Facsimilous Feline	2	3
Wizard's Watch	1	1
Pandora's Lockbox	1	1
Mystical Lamp	1	1
Sacred Chalice	1	1

Total items: 67 82



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Talking Toad		
Decryptor Ring		
Automated Wand		
Hexed Boomerang	10	12
Werefur Carpet	9	11
Gelatinous Ball	10	12
Toothed Fairy		
Emerald Egg	8	10
Skeletal Sword	7	9
Fool's Moon	2	3
Spectral Spectacles	1	1

Total items: 47 58

Combined **deck** for 2-4 players: **114** items

Combined **deck** for 5-6 players: **140** items

Recipe: Best Friends Forever

This recipe removes all attacking from the game by omitting items which let you affect another player negatively. Players can no longer affect another player's **storehouse** or **stash**, or cause another player to lose gold or gain infamy. Not as interactive, but it's much friendlier!



Include these items from **Arcane Alley**

Item name	# for 2-4 players	5-6 players
Cursed Mirror	3	4
Hypnotic Toad		
Invisible Ring	3	4
Three-Headed Coin	7	9
Older Wand	5	6
Magic Boomerang	10	12
Floating Carpet	9	11
Crystal Ball	5	6
Bottled Fairy	4	5
Bubbling Cauldron		
Dragon's Egg	4	5
Sovereign Sword	7	9
Dark Lotus	5	6
Skeletomicon		
Haunted Doll		
Facsimilous Feline	2	3
Wizard's Watch	1	1
Pandora's Lockbox		
Mystical Lamp	1	1
Sacred Chalice		

Total items: 66 82



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Talking Toad	5	6
Decryptor Ring	3	4
Automated Wand	6	7
Hexed Boomerang		
Werefur Carpet	9	11
Gelatinous Ball	5	6
Toothed Fairy	5	6
Emerald Egg	4	5
Skeletal Sword	7	9
Fool's Moon	2	3
Spectral Spectacles	1	1

Total items: 47 58

Combined **deck** for 2-4 players: **113** items

Combined **deck** for 5-6 players: **140** items

Recipe: Taking it Easy

This recipe removes items with high infamy penalties so that inspections aren't as dangerous. Hidden items left in **storehouses** are no longer a liability as the highest possible infamy on an item is 4. You won't make much gold, but sets are easier and fines are less common.



Include these items from **Arcane Alley**

Item name	# for 2-4 players	5-6 players
Cursed Mirror	3	4
Hypnotic Toad	5	6
Invisible Ring	6	8
Three-Headed Coin	7	9
Older Wand	11	13
Magic Boomerang	10	12
Floating Carpet	9	11
Crystal Ball	10	12
Bottled Fairy		
Bubbling Cauldron		
Dragon's Egg		
Sovereign Sword		
Dark Lotus	5	6
Skeletomicon		
Haunted Doll		
Facsimilous Feline		
Wizard's Watch		
Pandora's Lockbox		
Mystical Lamp		
Sacred Chalice		

Total items: 66 81



Include these **Moonstruck Market** items

Item name	# for 2-4 players	5-6 players
Talking Toad	5	6
Decryptor Ring	6	8
Automated Wand	11	13
Hexed Boomerang	10	12
Werefur Carpet	9	11
Gelatinous Ball	10	12
Toothed Fairy		
Emerald Egg		
Skeletal Sword		
Fool's Moon		
Spectral Spectacles		

Total items: 51 62

Combined **deck** for 2-4 players: **117** items

Combined **deck** for 5-6 players: **143** items

Item and Wizard Reference

Read on for details and clarifications on items and wizards.

Items (alphabetical)

AUTOMATED WAND	Page 17
DECRYPTOR RING	Page 18
EMERALD EGG	Page 18
FOOL'S MOON	Page 18
GELATINOUS BALL	Page 19
HEXED BOOMERANG	Page 19
SKELETAL SWORD	Page 19
SPECTRAL SPECTACLES	Page 20
TALKING TOAD	Page 20
TOOTHED FAIRY	Page 20
WEREFUR CARPET	Page 21

Wizards


FREKAH FANGTOOTH	Page 21
GERITH GLOOMCLAW	Page 21

Promotional Cards (backers only)

CLOCKWORK CANINE	Page 22
MADAME MOONSTRUCK	Page 22
MISTER BONES	Page 22

AUTOMATED WAND

Comes with a full non-user guide and a series of exceptionally thorough how-not-to tutorials.

- **Effect's order of operations:**
 1. Play **AUTOMATED WAND** into your **storehouse**.
 2. Activate the  effect: advance the **moon die**.
 3. If the effect creates a **moon set**, or if **AUTOMATED WAND** creates a **set**, sell the **set(s)**.



DECRYPTOR RING


One of several unethically-sourced prizes that can be found in every box of Wizard-O's.

- Diagonal items count as adjacent.
- You must activate the effect, if possible (for example, if there is only one adjacent item which is hidden, you must reveal it).



EMERALD EGG


Lazily laid by a ruby robin, atop a topaz tree, in a crystal cavern, under a sapphire sky.

- When expended, both players *must* gain .
- You can't choose yourself as "another player".



FOOL'S MOON





Though it appears to be glowing, any light you see is simply reflected from the FOOL'S SUN.

- FOOL'S MOON has all three moon icons (and as a result is always *moonstruck*).
- **Effect's order of operations:**
 1. Play FOOL'S MOON into your storehouse.
 2. Activate the  effect: roll the moon die.
 3. If the effect creates a moon set, or if FOOL'S MOON creates a set, sell the set(s).



GELATINOUS BALL



Regulation size and weight; the official brand used by all top players in the NGBA.

- The item must be played in your **storehouse**; you can't discard it or place it in your **stash**.
- If your **storehouse** is empty, ignore the effect.
- **Effect's order of operations:**
 1. Play GELATINOUS BALL into your **storehouse**; set the replaced item aside (until everything resolves).
 2. If GELATINOUS BALL creates a **set**, sell it:
 3. Gain , remove the **set** items, resolve the  effect and play the chosen item in your **storehouse**.
 4. If that item has any  effects, resolve them, then sell any created **sets** (and resolve any resulting  effects).
 5. Send the replaced item from Step 1 to the **discard**.



HEXED BOOMERANG

Research shows that it returns to the thrower precisely 33.3% more than the WIDE BOOMERANG.

- You can't give a sold HEXED BOOMERANG to a player with an empty **storehouse**. If all other players have empty **storehouses**, ignore the effect (and the *moonstruck* effect as well).
- **Effect's order of operations:**
 1. Play HEXED BOOMERANG into your **storehouse**; set the replaced item aside (until everything resolves).
 2. If HEXED BOOMERANG creates a **set**, sell it:
 3. Gain , remove the **set** items, resolve the  effect and give one sold HEXED BOOMERANG to another player.
 4. They play it in their **storehouse**. If it creates a **set**, do not sell it (players can only sell **sets** on their turn or during inspection).
 5. Send the replaced item from Step 1 to the **discard**.



SKELETAL SWORD

For maximum longevity and to avoid fractures, soak in milk for at least an hour every other day.

- Players must still use their turn's draw action to draw this item from the **discard**.



SPECTRAL SPECTACLES

Customers often ask if these belong to ghosts or let the wearer see ghosts—what a great question!

- “Set aside” items include any items sold in a set this round, any special items used this round, or any items set aside by **MYSTICAL LAMP**.
- If used before any items have been set aside this round, gain 5 ☠ and end your turn. Shame.



TALKING TOAD

Has been known to spontaneously greet most babies, honeys, and ragtime, summertime gals.

- **Effect's order of operations:**
 1. Inspection begins:
 2. Reveal all hidden storehouse items.
 3. If **TALKING TOAD** is revealed this way, activate the ☹ effect and lose 5 ☠ (and gain 1 ☀, if *moonstruck*).
 4. If **TALKING TOAD** creates a set, sell it.
 5. Gain 1 ☠ for all items remaining in your storehouse.



TOOTHED FAIRY

Has no interest in purchasing your molars, and is tired of receiving them as a gift every holiday.

- **Tip:** There are a lot of FAIRIES in the deck, so it's never a bad idea to keep one of these in your stash. If you don't end up making a set, you can always expend it on a turn when you have nothing to play.



WEREFUR CARPET


Less existential than the **WHYFUR CARPET** but more definable than the **WHATFUR CARPET**.

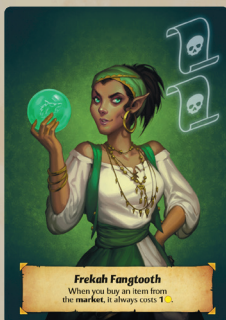
- If expended when **moonstruck**, you can't peek at the top item of the **deck** before you decide to take it.
- Your **stash** size will be increased by 1 for the remainder of the round and will reset to the normal size during the next **1 Stock** phase.



FREKAH FANGTOOTH

Her discount is both from knowing people in the industry and threatening people in the industry.

- Taking an item from the **market** by the effects of **WEREFUR CARPET** or **GELATINOUS BALL** does not count as "buying" and does not cost **1** .



GERITH GLOOMCLAW

He credits his extra profits to luck of the emerald moon, some choice spells, and intimidation.

- His power activates when *any* player sells a **moon set**, including you.



CLOCKWORK CANINE (PROMOTIONAL ITEM)

Though domesticated now, it's well-known that they descended from vicious WOODWORK WOLVES.

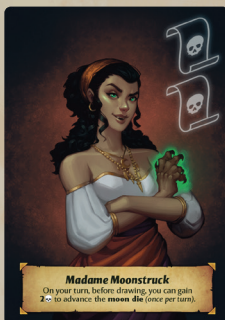
- CLOCKWORK CANINE has all three moon icons (and as a result is always *moonstruck*).



MADAME MOONSTRUCK (PROMOTIONAL WIZARD)

While her moon magic is impressive, all the changing tides wreak havoc on the coastal towns.

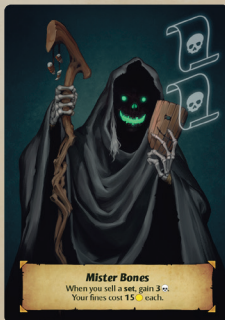
- When your turn begins, you must first sell any sets (if they exist) before using her power.
- You can only use her power to advance the moon die during the **2 Sell** phase.



MISTER BONES (PROMOTIONAL WIZARD)

To him, his dad will always be considered the real "Mr. Bones", so just call him "Dusty".

- The skull gain triggers when you sell any set, including moon sets and mixed sets.
- After selling a set, resolve the sale and any effects first, then gain the skull.




PLAYER TURN REFERENCE

Here's the order of operations for a player's turn during the **2 Sell** phase:




YOUR TURN BEGINS:




- 1 If you're the starting player, advance the **moon die** (roll on turn 1).
- 2 If you have any **sets** in your **storehouse**, sell them.

A Draw action:

- 1 Draw the top item of the **deck** or the top item of the **discard**, or spend  to draw an item from the **market**.
- 2 Take the drawn item into your **stash**.

B Play/Discard action (choose one of the following):

- ▶ Discard an item from your **stash**, or
- ▶ Discard an item from your **stash** and activate its  effect, or
- ▶ Set aside and activate a special item () from your **stash**, or
- ▶ Play an item from your **stash** into your **storehouse** as follows:
 - 1 Set aside the item you're replacing (*don't reveal it, if hidden*).
 - 2 Put an item from your **stash** in the **storehouse** slot, faceup.
 - 3 If the item has a  effect, resolve it.
 - 4 If you created a **set**, sell it:

 Gain  for the set → Remove set items → Resolve  in full*

 - ▶ If the sold **set** was a **moon set**, advance the **moon die**.
 - 5 Send the replaced item from **Step 1** to the **discard**, faceup.

YOUR TURN ENDS:

- ▶ If you have no hidden items left in your **storehouse**, you triggered the inspection (*if it had not already been triggered by another player*).

*Remember, a player can't sell **sets** on another player's turn. If an effect on your turn creates a **set** in another player's **storehouse**, they must wait until their next turn before selling it.