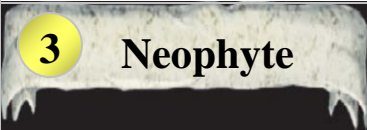
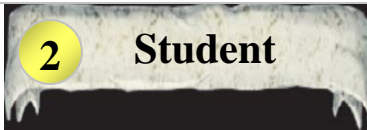




It is the intention of the expansion designer that a Moat revealed in response to a Haunted House is trashed, but the owner of the Moat does not gain a Curse. You may play it as you see fit.





The trashed card comes from your hand. You must trash a card when you play Sorcerer's Stone if you are able.





Do not forget to only have 8 Wasteland cards available for a 2 player game.



The Zealot **removes** one treasure from your purchasing power this hand. You cannot go below 0 in purchasing power. Do not forget to only have 8 Zealot cards available for a 2 player game.