



ENEMY - Monster 2 ENEMY - Monster  
**NEDDLEWEED**



**STRENGTH 6**

A dense thicket of Needleweed has ensnared this area. Any Character in possession of a Mule, Horse and Cart or Warhorse cannot enter or move through this space. Characters with an Axe may add 2 to their Strength for the duration of combat.

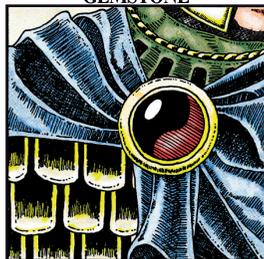
FOLLOWER 5 FOLLOWER  
**LOCAL INFORMANT**



The Local Informant keeps his eyes and ears open for local rumors and gossip from the settlements of the realm. While he is your follower:

- 1: You may add 1 to any dice rolls on the City, Tavern or Village spaces or pay him 1 Gold to add 2 to your roll.

OBJECT 5 OBJECT  
**GEMSTONE**



While this item is in your possession:

- 1: This impressively large Gemstone can be used instead of Gold to pay for any item or service regardless of cost.

EVENT 1 EVENT  
**GRIM TIDINGS**



A local shady character approaches you with news regarding an event that's about to take place. This information however comes at a cost. You may:

- 1. Pay 1 Gold to avoid the effects of the next Event card which is played.

EVENT 1 EVENT  
**PICKPOCKET**



A notorious pickpocket offers you his services to steal your opponent's items. You may attempt one of the following:

- 1. Pay 1 Gold to steal one object chosen at random from an opponent.
- 3. Pay 3 Gold to steal one object of your choice from an opponent.





**ADVENTURE**

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