

PLACE 6 PLACE  
SWORD IN THE STONE



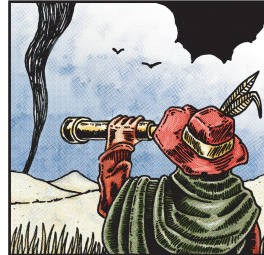
While this location is in play:  
A player landing on this space may attempt to pull the Sword from the stone. The player rolls a single die 6, if it is less than their Strength then they may take a Sword from the Object deck. This place then collapses into the discard pile.

EVENT 1 EVENT  
AN OBVIOUS FORGERY



Upon closer inspection, that magical item you risked life and limb to obtain is found to be nothing but a cheap copy! A Magic Object of your opponents choosing is sent to the discard pile.

OBJECT 5 OBJECT  
SPYGLASS



While it is in your possession:  
1: If you end your movement on a Hill space you may look at the top 3 cards of the Adventure deck at the end of your turn.

FOLLOWER 5 FOLLOWER  
POACHER



While the Poacher is your follower:  
1: Any Animals in your Strength pool may be exchanged for either 1 Life or 1 gold at the end of your turn.

ENEMY - Monster 2 ENEMY - Monster  
THE STORM RIVER SERPENT



**STRENGTH 10**  
This legendary river beast has returned to terrorise the waterways of the realm. No Raft crossings are allowed until this beast is slain.

