

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.

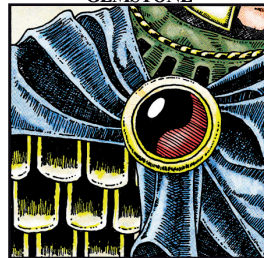
FOLLOWER 5 FOLLOWER
LOCAL INFORMANT



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.

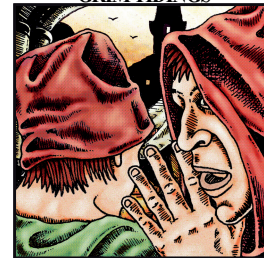
OBJECT 5 OBJECT
GEMSTONE



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.

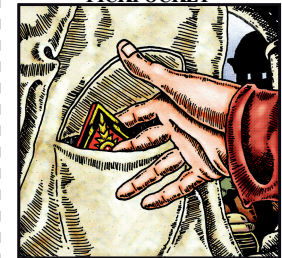
EVENT 1 EVENT
GRIM TIDINGS



A local shady character approaches you with news regarding an event thats 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 opponents 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.

