

TAVERN

1/2

I'll be right back.

Place the tavern keeper adjacent to **RED**. She is so agile that she can slip past any miniatures in her way.

TAVERN

Another round this way.

If the tavern keeper has been defeated, no effect. If she has not been, she moves adjacent to **ORANGE**. She's been tipped well, so she lets out a cheer and gains 1 resistance token. Characters adjacent to her increase their active  by 2. Place 2 kachi+ adjacent to **ORANGE**.