

*Royal falcons fly high above the land, keeping watch.*

The hero with the highest rank is allowed to take a look at the top card on the event card deck. Then he gets to decide whether to remove the card from the game or to place it back on the deck.

*A sleepless night awaits the heroes.*

Every hero whose time marker is presently in the sunrise box loses 2 willpower points.

*A farmer falls ill*

One farmer token on the game board that has not yet been taken to the castle must be removed from the game. The group can prevent that by paying gold and/or willpower points:

for 2 heroes, 2 gold/willpower points  
for 3 heroes, 3 gold/willpower points  
for 4 heroes, 4 gold/willpower points

*Sulfurous mists surround the heroes.*

The hero with the lowest rank rolls one of his hero dice. The group loses the rolled number of willpower points.

*Keeper Melkart's generosity*

Any hero with fewer than 6 willpower points rolls a hero die and gets the rolled number of willpower points.

*The dwarf merchant Garz makes an offer.*

Each hero may now purchase any article from the equipment board (except the witch's brew) in exchange for 3 willpower points.

*A biting wind blows across the coast from the sea.*

Each hero standing on a space with a number between 0 and 20 now loses 3 willpower points.

*Hot rain from the south lashes the land.*

Any hero who is not on a forest space, in the mine (space 71), in the tavern (space 72), or in the castle (space 0) loses 2 willpower points.

*A wild gor storms forth.*

The gor on the space with the lowest number now moves one space in the direction of the arrow. The group can prevent that by paying willpower points:

for 2 heroes, 2 willpower points  
for 3 heroes, 4 willpower points  
for 4 heroes, 6 willpower points

*The dwarf merchant Garz meets one of the heroes and offers him a trade.*

One of the heroes can now purchase 10 willpower points in exchange for 2 strength points. You can decide as a group which hero that will be.