

Finally! There in the fog, one of the heroes discovers the witch named Reka.

The hero standing on the witch's space activates the fog token and gets her magic potion for free. Place the witch on this space. From now on, a hero standing on the same space as the witch can buy her brew. The price depends on the number of heroes (see equipment board). **Important:** The archer always pays 1 gold less than the others.

In a battle, the witch's brew doubles the value of one die, and it can be used twice (front and rear side of the token).

Reka knows where to find the medicinal herb to heal the king.

One player rolls to determine the position of the medicinal herb:

roll of 1 or 2 = medicinal herb on space 37

roll of 3 or 4 = medicinal herb on space 67

roll of 5 or 6 = medicinal herb on space 61

Place the medicinal herb on the space determined by the roll, and add a gor to the same space. The gor must be defeated before a hero can collect the herb. The gor takes the herb with him when he moves at sunrise.

Task:

When the Narrator reaches the letter "N" on the Legend track, the medicinal herb must be in space 0 (the castle).

Place a **gor** on 43 and a **skral** on 39.

Now let a roll of the dice determine the positions of 5 of the 6 hidden rune stones. One hero rolls one red die and one hero die. The red die indicates the "tens" place of the number and the hero die indicates the "ones" place. *Example: red 4, green 2 = a rune stone is placed face-down on space 42.* Note: More than one rune stone may be on a single space.

The heroes learn about an ancient magic that still holds power: rune stones!

The rune stones can be collected in the small storage spaces of the hero boards. Just like fog tokens, they can be uncovered with the help of the telescope (but not when just passing through a space).

Note: Rune stones can also be uncovered and collected when a creature is on the same space as the rune stone.

If a hero has 3 **different-colored** rune stones on his hero board, he gets **one black die**, which has higher values than the hero dice. As long as the rune stones are on his board, he is allowed to use this black die in battle **instead** of his own dice.

Note: The wizard can also use his special ability on the black die.

Place **gors** on 27 and 31, and one **skral** on 29.

But there's good news from the south too: Prince Thorald, just back from a battle on the edge of the southern forest, is preparing himself to help the heroes.

The players place **Prince Thorald** on the space with the tavern (72, to the right of space 23 in the southern forest). If the prince is standing on the same space as a creature, he counts as 4 extra strength points for the heroes in a battle with the creature.

Instead of "fighting" or "moving," a hero can now also choose the **"move prince"** action during his move. That will cost him 1 hour on the time track. He can move the prince up to 4 spaces. He can also do that several times during his turn (for example, move the prince up to 8 spaces at a cost of 2 hours). After the "move prince" action, it is the next hero's turn.

Note: Prince Thorald cannot collect any tokens or move any farmers.

Prince Thorald accompanies the heroes up to letter "G" on the Legend track.

Legend goal:

The Legend is won when the Narrator reaches the letter "N" on the Legend track, and ...

... the castle has been defended, and ...

... the medicinal herb is on the castle space, and ...

... the skral on the tower has been defeated.

Place **gors** on 32 and 43 and one **skral** on 39.

Important: Only continue reading this card if the witch has already been found. Otherwise, the card is removed from the game.

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The witch Reka tells the heroes about an ancient magic that still holds power: rune stones!

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