

Well

If a hero ends his move on a space with a face-up well token (colored side), he can use the well to get 3 willpower points. After use, flip the well token over to show the grayed out, empty well.

**Merchant**

If a hero ends his move on a space with the merchant symbol, he can buy 1 strength point for every 2 gold. Then, it is the turn of the next hero in a clockwise direction.

**Gold**

If a hero ends his move on this space, he immediately receives 2 gold from the trove. This token is now removed from the game. It is the turn of the next hero in a clockwise direction.

**Gold**

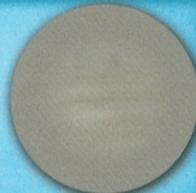
If a hero ends his move on this space, he immediately receives 1 gold from the trove. This token is now removed from the game. It is the turn of the next hero in a clockwise direction.

**Fog**

If a hero ends his move on a space with a fog token, he must uncover and activate it. Flip the token over and follow the instructions on the other side.

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