

When a hero enters a space with the fog token showing the witch's brew, "The Witch" card is uncovered and read out loud.

Note: There are 2 fog tokens that will bring a gor into play. When a hero activates one of those tokens, a gor is placed on that space.

Now it's time to decide when "The Rune Stones" Legend card comes into play. One player rolls one of the hero dice. Note the little dice pips shown in the Legend track. Place "The Rune Stones" Legend card with its arrow pointing to the corresponding letter on the Legend track (matching the result of the rolled die). This card will be triggered when the Narrator reaches this letter.

Important: From now on, any articles (in addition to strength points) may be purchased from the merchants (spaces 18, 57, and 71) for 2 gold each. See the equipment board for the functions of the articles. "Witch's brew," however, cannot be purchased from the merchant.

Each hero starts with 2 strength points. The group gets 5 gold and 2 wineskins. You all decide together who gets what.

The hero with the lowest rank will now begin.



This adventure starts with farmers who can be brought into the castle. The players can move their heroes to a farmer token and carry it along with their own figure. They can also do that if they just pass through a space with a farmer token. A hero can carry several farmer tokens at one time.

If a hero carrying a farmer moves to a space with a creature or if a creature enters a space with a farmer, the farmer is immediately killed and removed from the game. The heroes can leave a farmer behind on a space at any time.

Farmers who have been saved offer a great advantage: For each farmer brought into the castle, one extra creature can get into the castle without loss of the Legend. The farmer token is simply flipped onto its rear side and placed next to the golden shields.

At first sunlight, the heroes receive a message: Old King Brandur's willpower seems to have weakened with the passage of time. But there is said to be an herb growing in the mountain passes that can revive a person's life.

Task:

The heroes must heal the king with the medicinal herb. To do that, they must find the witch. Only she knows the locations where this herb grows. The witch is hiding behind one of the fog tokens.

Now continue to Legend card A5. ➡

The king's scouts have discovered the skral stronghold.

A hero rolls one hero die and adds 50 to the number rolled. This total number indicates the number of the space on which the skral stronghold is located. Place a tower on this space and a skral on top of the tower. If there is another creature on this same space, it is immediately removed from the game. The heroes may enter and pass through this space. The skral does not move at sunrise. Other creatures that would move into the space are instead advanced along the arrow to the next space. The skral on the tower has 6 willpower points and the following number of strength points: for 2 heroes = 10, for 3 heroes = 20, for 4 heroes = 30

Mark the strength point total with a star on the creature display.

Task:

The skral on the tower must be defeated. As soon as he is defeated, the Narrator is advanced to the letter "N" on the Legend track.

And there's more unsettling news: Rumors are circulating about cruel wardraks from the south. They have not yet been sighted, but more and more farmers are losing their courage, leaving their farmsteads, and seeking safety in the castle.

Place a farmer token on space 28.

Now continue to Legend card C2. ➡

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Mark the strength point total with a star on the creature display.

Task:

The skral on the tower must be defeated. As soon as he is defeated, the Narrator is advanced to the letter "N" on the Legend track.

And there's more unsettling news: Rumors are circulating about cruel wardraks from the south. They have not yet been sighted, but more and more farmers are losing their courage, leaving their farmsteads, and seeking safety in the castle.

Place a farmer token on space 28.

Now continue to Legend card C2. ➡