

*Dark clouds cover the sun, filling all the good people of Andor with a strange foreboding.*

On this day, no hero is allowed to use a 10th hour. Place this card above the overtime area of the time track. At the end of the day, it is removed from the game.



*A storm moves across the countryside and weighs upon the mood of the heroes.*

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 drink in the tavern*

Place a wineskin on the tavern space (72). A hero who enters space 72 or is already standing there can collect the wineskin and place it on the small storage space on his hero board. If more than one hero is standing there, the hero with the lowest rank gets the wineskin.



*The king's blacksmiths are laboring tirelessly; Up to two heroes with 6 or fewer strength points can each add 1 strength point to what they already have. You can decide as a group which heroes those will be.*

*An exhausting day*

On this day, the 9th and 10th hours will each cost 3 willpower points instead of 2. Place this card above the overtime area of the time track. At the end of the day, it is removed from the game.



*A mysterious terror lurks in the southern woods.*  
A hero who enters space 22, 23, 24, or 25 or is already standing there will immediately lose 4 willpower points. If more than one hero is standing there, the one with the highest rank loses the points. Place this card next to space 24 until it is triggered. Then it is removed from the game.



*Their adventure is wearing down the heroes.*

One of the heroes immediately loses 1 strength point. You can decide as a group which hero that will be. If no hero has more than 1 strength point, nothing happens.



*A farm girl sings a beautiful song that wafts across the northern woods. But it fails to stir the hearts of all the heroes.*

The wizard and the archer each immediately get 3 willpower points.



*The keepers of the Tree of Songs offer a gift.*  
Now place a shield on space 57. A hero who enters space 57 or is already standing there can collect the shield and place it on the large storage space on his hero board. If more than one hero is standing there, the hero with the lowest rank gets the shield.

*The minstrels sing a ballad about the deeds of the heroes, strengthening their determination.*  
On this day, the 8th hour costs no willpower points.  
Place this card above the overtime area of the time track. At the end of the day, it is removed from the game.

