

*The king's attendants bring grim tidings: More creatures have appeared.*

*Gors were sighted in the north.*

Now place **gors** on spaces 8 and 15.

*And trouble roamed in the Watchful Woods.*

Also place **gors** on spaces 48 and 53.

*And they have also shown up in the dwarf mines of the south.*

Place a **gor** on space 43.

**General rule of deployment (applies to all creatures):**

If one of the spaces is already occupied by a creature, the new creature is immediately placed on the space with an arrow pointing to it adjacent to the occupied space.

Note: Creatures can never activate a fog token or a well token.



*The creatures are trying to storm the castle.*

When a **creature** enters the castle, it is immediately placed on a golden shield next to the castle. The Legend is lost when there is **no unoccupied shield left** for a creature that enters the castle. The number of golden shields depends on the number of heroes. Example: If there are four heroes, the players may only allow 1 creature into the castle (see illustration next to the castle).

*Even though the heroes are all of different origins, they quickly realize that they can only stop the creatures if they work together.*

If two or more heroes are standing on a single space with a creature, they can fight together (and the archer can also join in from an adjacent space). That makes them considerably more powerful.

Read the "fighting together" card out loud.



*A message from King Brandur reaches the heroes: "My friends, I thank you for your help. Our situation is dire. The rope bridge across the river has been destroyed."*

The rope bridge is covered with the red X, and is no longer passable. Spaces 16 and 48 are no longer adjoining. A gor on space 48 simply remains in place at sunrise.

*"I have penned a warning for our allies, the keepers of the 'Tree of Songs.' You must somehow manage to deliver this letter."*

Now place a parchment on space 5. A hero who enters this space or is already standing there can pick up the parchment and set it on one of the small storage spaces on his hero board. He cannot do that while just passing through the space, however.

**Task:**

The parchment must be delivered to the "Tree of Songs" (space 57) before the Narrator can reach space "N" of the Legend track. If the parchment is on space 57, the Legend ends prematurely and the Narrator is immediately advanced to letter "N."

Now continue to Legend card H2. ➡

*One of the heroes encounters fishermen in flight. A skral attacked them by the river. It has been many years since anyone saw such things in Andor. What does it all mean?*

Now place a **skral** on space 32.

Fighting skrals works just like fighting gors. But skrals are quite a bit stronger. They have **6 strength points and 6 willpower points**, and yield a reward of **4 gold** or **4 willpower points** or any combination of the two (see the creature display on the game board).

Skrals move at sunrise, after all the gors have moved (see the sequence of symbols in the sunrise box). Like the gors, they move along the arrows.

**Don't forget:** Defeated creatures are always placed on space 80. The Narrator immediately advances 1 letter on the Legend track.

