

Rampaging creatures despoil the well in the Watchful Woods.

The well token on space 55 is removed from the game.



A lucky find!

Place 3 gold from the trove and place it on space 26. A hero who enters this space or is already standing on it can collect the gold. If more than one hero is standing there, the one with the lowest rank gets the gold.

A cooling spring is discovered.

Each hero who is on a space with a number between 0 and 9 will now get 2 willpower points.

Foreboding!

The hero with the lowest rank is allowed to uncover any two fog tokens. But a token is only triggered when a hero ends his move on that space.

Minstrels from the Tree of Songs wander through the countryside.
Each hero can now purchase another 5 willpower points in exchange for 2 gold.

START card

(only required in the introductory game)

Sudden screams echo through the countryside. "They're coming!" The gors are moving in the gray of dawn, and Rietburg Castle is in danger!

Place gors on spaces 16, 22, 23, and 24 (regardless of whether or not a hero is standing on any of these spaces).



Gors lay waste to the land, wantonly felling big, strong trees.

This particularly affects the warrior and the archer. If they have more than 12 willpower points, these heroes must reduce their willpower points to 12.

Rotten food!

The group loses a total of 3 willpower points. You can decide as a group which hero loses how many points.

Forest fire!

Any hero on a forest space loses 1 strength point. If a hero only has 1 strength point, nothing happens to him.