

*Rampaging creatures despoil the well at the foot of the mountains.*

The well token on space 45 is removed from the game.

22

*The creatures gather their strength.*

On this day, each creature has 1 extra strength point.

Place this card next to the creature display. At the end of the day, it is removed from the game.

11

*The creatures are possessed with blind fury.*

The creature standing on the space with the highest number will now move one space along the arrow. The group can prevent that by paying gold and/or willpower points:

for 2 heroes, 2 gold/willpower points  
for 3 heroes, 3 gold/willpower points  
for 4 heroes, 4 gold/willpower points

27

*A beautifully clear, starry night gives the heroes confidence.*

Every hero whose time marker is presently in the sunrise box gets 2 willpower points.

28

*Wisdom from the Tree of Songs*

A hero who enters the Tree of Songs space or is already standing there gets 1 strength point. If more than one hero is standing there, the one with the highest rank gets the strength point. Now place this card on space 57 until a hero has gotten the strength point. Then remove it from the game.

3

*The dwarf merchant Garz invites one of the heroes to have a drink.*

The hero with the lowest rank gets to decide if he wants to roll one of his hero dice. If he rolls 1, 2, 3, or 4, he loses the rolled number of willpower points. If he rolls 5 or 6, he wins that number of willpower points.

9

*Heavy weather moves across the land.*

Each hero with more than 12 willpower points immediately reduces his point total to 12.

17

*Trading ships reach the coast of Andor.*

A hero who enters space 9 or is already standing there can buy 2 strength points there for just 2 gold. Place this card on space 9 until a hero has made the purchase. Then remove it from the game.

8

*The heroes replenish their water supplies at the river.*

Each hero who is now standing on a space bordering the river gets a wineskin.

*Poisonous vapors from the mountains are tormenting the heroes.*

Each hero standing on a space with a number between 37 and 70 now loses 3 willpower points.