Reference Manual

Game Materials



4 Hero boards (each with a hero on one side, and a heroine on the other)

1 Double-sided game board
41 Plastic holders for the game figures
(26 red, 4 black, 3 gray, 2 blue, 2 yellow, 2 green, 2 purple)
1 Equipment board *("battle board" on the rear side)*
72 Large cards *(71 Legend cards and 1 "Checklist" card)*
20 Dice *(4 blue, 5 green, 3 yellow, 1 purple, 3 red, 4 large black)*
9 Wooden disks *(2 blue, 2 green, 2 yellow, 2 purple, 1 red)*
5 Wooden cubes *(1 blue, 1 green, 1 yellow, 1 purple, 1 red)*
15 Storage bags
1 Quick-Start Guide

8 Heroes:



Male warrior *Female warrior* *Male archer* *Female archer* *Male wizard* *Female wizard* *Male dwarf* *Female dwarf*

66 Small cards:



1 silver start card *11 silver event cards* *34 golden event cards* *10 "Secret Sea" event cards* *10 fate cards*

28 Creatures:



16 Gors *5 Skrals* *5 Trolls* *2 Wardraks*

7 Other figures:



Dark mage *Prince Thorald* *Dragon* *Shield dwarves* *Witch* *Narrator* *Tower*

26 Gold tokens



12 x *10 x* *4 x*

Poison token



1 x

3 Medicinal herb tokens



8 Stars



8 x

4 Farmer tokens



2 x *2 x*

6 Parchment tokens



Values of 7, 8, 10, 11, 14, 17

6 Rune stones



2 x *2 x* *2 x*

4 Well tokens

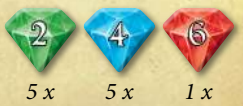


4 x

8 Rubble tokens



11 Gemstone tokens



5 x *5 x* *1 x*

3 Red X's



3 x

24 Equipment articles:



4 x Shield *3 x Bow* *2 x Falcon*



5 x Wineskin *2 x Telescope* *5 x Witch's brew* *3 x Helm*

15 Fog tokens:



5 x Event card *1 x Strength points +1* *1 x Willpower points +2* *1 x Willpower points +3*

3 x 1 Gold *2 x Gor* *1 x Wineskin* *1 x Witch's brew*

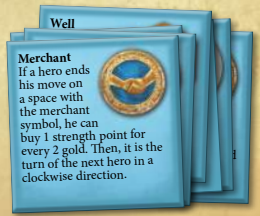
15 Creature tokens



1 "N" token



7 Large tokens



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Introduction

What's the game about — and how do you play it?

The heroes are trying to protect the land of Andor from evil creatures and complete other exciting quests. The game is played in 5 Legends. For each Legend, there is a set of large Legend cards.

When you play for the first time, start with the **Quick-Start Guide** for **Legend 1.** That will set you up quickly and easily in your first game. Additional game rules will show up every once in a while during your adventure.

That's all you have to know for Legend 1. So put this booklet back in the box for now, and start with page 1 of the Quick-Start Guide.

Exciting adventures await!

How does the game continue after Legend 1?

Once you have successfully completed the first Legend and want to continue to the second Legend (or other Legends later on), you will need the Legend cards that go with each Legend.

You will also need the large **Checklist** card.



The Checklist explains all the preparations you have to complete before each game.

Then, simply read Legend card A1 for the new Legend out loud.

The card will tell you if extra playing materials are needed for this Legend. And if new rules are introduced, the card will tell you that too. If questions come up as you play, you will find the answers in this Reference Manual booklet under the appropriate heading.

Because all of the rules and special cases written on the various Legend cards are also written here, you will no longer need the Quick-Start Guide or the Legend cards from earlier Legends. You can just look up the explanations or details during the game. Even if you haven't played the game for a while, you will find everything you need on the Checklist card and in this manual.

You will **not** need the manual for Legend 1.

Overview of the course of play

(Not needed for Legend 1!)

- The game is played over several days. Each day has 7 normal hours, with up to 3 additional overtime hours being available.
- The hero whose turn it is selects the "move" or "fight" action. When moving, each space counts 1 hour, while each battle round also counts 1 hour. These hours are deducted on the time track using the time marker. A hero can use up as many hours during his turn as he likes. If, for example, he moves 4 spaces, it costs him 4 hours. If he engages in a fight with a creature that lasts 3 rounds, it costs him 3 hours.
- After the first hero's action, it is the turn of the next hero in a clockwise direction, who will again select one of the two actions and use up as many hours as he likes.
- Once all the heroes have had a turn and play comes around to the first hero again, he once again selects one of the two actions and uses up as many hours as he needs. The heroes keep taking turns until they have used up their hours and any possible overtime hours, or until they wish to end their day ahead of time.
- A hero can play up to 3 "overtime hours." Each overtime hour costs 2 willpower points.
- It is not unusual for a hero to end his day while the others still have hours left and continue to play. If a hero wants to end his day when his turn comes up, he places his time marker in the sunrise box. If he is the first one to do so this day, he places the time marker on the space with the rooster to show that he will be the one to begin the new day.
- Once all the heroes have ended their day, the symbols in the sunrise box are performed in the indicated sequence (see page 5, "The sunrise box"). The 8th symbol shows the Narrator figure, indicating that the Narrator advances 1 space on the Legend track.
- The players have to pay attention to whether the Narrator triggers a Legend card in the process of his move, which they would have to read out loud and follow.
- On the new day, all the heroes once again have 7 hours and up to 3 overtime hours at their disposal.
- **Important:** In addition to moving at sunrise, the Narrator also moves whenever a creature is defeated.
- When a creature enters the castle, it is immediately placed on a golden shield next to the castle. The Legend is prematurely lost if there are no more unoccupied shields for a creature entering the castle. The number of golden shields depends on how many heroes there are. ***Example:*** *With four heroes, only 1 creature may be allowed into the castle (see illustration next to the castle).*
- The heroes have to complete each Legend goal before the Narrator has reached the "N" on the Legend track. Otherwise, all of them as a group will have lost.

The hero board

At the start of play, each player selects his hero and the playing materials in his color (dice, wooden disk, wooden cube). Not all players have the same number of dice. The hero board displays the **special ability** of each hero and the various display and storage spaces. Except for the gold and gemstone areas, each storage space can have only 1 token placed on it.

The wooden cube indicates how many points the hero can use when fighting. At start of play, each hero has **1 strength point.** One of his two wooden disks indicates the number of dice he is allowed to fight with (see the dice number to the left of the **willpower points**). Heroes **always** start with 7 willpower points each. *The warrior, for example, can fight with 3 dice if he has 7 willpower points. If he loses a willpower point and drops into the first row, there are only two dice left for him to use.*

At the top right is the **rank** of the hero. At 34, the wizard has the highest rank, while the dwarf has the lowest at 7.

The heroes' actions

The hero whose turn it is can choose between 2 options:

Move or fight

Each of these actions costs time on the time track. Fighting costs 1 hour per round, and moving costs 1 hour per game board space.

Note: *In addition to these actions, a hero has various other options available that he can also perform when it is not his turn and that will not cost him any time on the time track (see page 4).*

The "move" action

A hero can move as many spaces as he likes in his turn, as long as he has enough hours left on the time track. **Each game board space** that the hero enters costs him **1 hour on the time track.** So for each hour used, the hero's time marker is advanced 1 position. The arrows between the game board spaces have no significance for the heroes' movement.

When a hero completes his movement on a space that has a fog token lying on it, the token is activated and immediately carried out.

Example of a "move" turn: *The wizard moves from space 9 to space 11, which has a fog token lying on it. Because he moved 2 spaces, his time marker is advanced 2 hours on the time track. He has to immediately reveal the fog token and carry it out. Then it is the next hero's turn in a clockwise direction.*

Notes: *The castle (space 0) can be entered and passed through like a normal space from any adjacent space.*

The river cannot be entered. It can only be crossed by using a bridge. The bridges are not spaces, and are not counted as spaces when moving.

Any number of heroes may stop on any given space.

The "fight" action

The course of a battle

A hero who finds himself on a space with a creature may attack the creature. The archer, or any hero with a bow, may also attack from an adjacent space. If the hero moves onto that space during this turn, he has to wait until his next turn to attack. Meanwhile, it will be the turn of all the other heroes in clockwise order.

The hero's attack:

1. In each battle round, the hero's time marker is advanced 1 space on the time track.
2. The hero always starts by rolling all the dice available to him (as indicated at the left of the hero board next to his current willpower points).
3. Next, he adds his current strength points to his highest roll. This yields his battle value.
4. If the hero wants to use a "witch's brew" or medicinal herb token, he must decide to do that immediately after rolling. He is not allowed to wait to see the creature's reaction.

Example showing how to calculate battle value: *The warrior has 9 willpower points and therefore rolls 3 dice. Let's say he rolls 4, 3, and 3. He takes the highest die value (4) and adds his current strength points (5) to derive a battle value of 9. If the hero is in possession of a helm, he would instead add the two 3s to his strength points to get a battle value of 11 (5 + 3 + 3).*

The creature's reaction:

1. Before the battle, the strength and willpower points of the creature are marked on the game board's creature display. The player to the immediate left of the fighter rolls the dice for the creature using all the dice available to him (see the left part of the creature display next to the current willpower points). Gors, skrals, and trolls roll with red dice; wardraks roll black dice.
2. The highest die value is what counts for the creature as well. For creatures, though, identical dice always have their values added together if it yields a higher total.
3. Then, the creature's strength points are added to its highest die value. This yields its battle value.

The **difference** between the two battle values is **deducted from the willpower points of the defeated side.** The archer can lose willpower points even if he attacks from an adjacent space.

In the case of a draw, nothing happens.

If the creature and the hero still have willpower points, the battle continues with the next battle round — unless the hero has no more hours left on the time track, or he chooses to discontinue the battle.

The end of the battle

If the creature has no more willpower points, the hero wins the battle and immediately receives his choice of gold or willpower points as his reward. The size of the reward is indicated on the creature display beneath the strength points of the defeated creature. **The defeated creature is placed on space 80, and the Narrator immediately advances 1 space!** If the hero has no more willpower points, he loses the battle. He loses 1 strength point, assuming he still has more than 1. He also immediately receives 3 willpower points. Then it is the next player's turn.

If the battle ends without a winner, the creature recovers. When it is next attacked, it once again has all of its starting values (see creature display).

Fighting together

- If there is more than one hero standing on a space with a creature (or the archer or a hero with a bow on an adjacent space), they can fight together.
- The hero whose turn it is invites the other heroes to battle. The time markers of all the heroes participating in the collective battle are advanced 1 hour.
- The collective battle value is calculated by first adding up the strength points of all the participating heroes. Then the hero who invited the others rolls the dice, followed by all the other participating heroes

in turn, and each highest die value is noted. These highest values are added to the collective strength points, yielding the collective battle value for all the heroes.
- If the **collective battle value** is lower than the creature's battle value, each of the heroes **loses** the difference in willpower points. If the heroes win, they divide the reward among themselves.
- After the end of the battle, it is the turn of the player sitting to the left of the player who originally invited the others to battle.
- **Important:** If the wizard wants to use his special ability to turn the die of another participating hero onto its opposite side rather than turning his own die, he has to make that decision immediately after the roll. He is not allowed to wait until all the heroes have rolled.
- **Important:** Articles such as rune stones or witch's brew may not be exchanged during the collective battle round. ***Example:*** *A hero drinks half the brew. He is not allowed to then give the other half to another one of the heroes fighting with him.* The hero is, however, allowed to transfer an article to a fellow fighter **at the end of a battle round** (if both are on the same space or one of the two is using a falcon).
- A hero or several heroes may decide after a battle round whether to leave the current battle (in which case they are not allowed to get involved in the current battle again, but they will save hours). That can also be the hero who invited the others to battle. As long as at least one hero continues to fight, the battle continues. The next battle round begins with the participating hero to the left of the one who issued the invitation.
- If a hero leaves the collective battle because he no longer has enough willpower points or hours on the time track, the other participating heroes may fight on. A hero who leaves the battle because he has 0 willpower points loses 1 strength point and gains 3 willpower points. He may not, however, return to the current fight.
- **Important:** The reward for a victorious battle will only be distributed among the heroes who were in the final battle round.

Collective battle examples:

1. *The dwarf is on a space with a skral, and it is his turn. He invites the wizard, who is on the same space, and the archer, who is on an adjacent space. Each of the three heroes advances his time marker 1 space on the time track. They begin by totaling their strength points, which add up to 7. Then they roll the dice in turn. The dwarf rolls three dice, with 5 being the highest. He doubles this to 10 by drinking half of his witch's brew. The wizard rolls a 4 and adds 3 additional points by using a medicinal herb, bringing his total value to 7. The archer rolls three dice one after the other, with the final one being a 2. The wizard applies his special ability to turn this die to its opposite side — a 5. That gives the heroes a collective battle value of 29. The skral rolls two 5s with the 2 red dice. Since the identical values are added, he gets a 10 plus 6 strength points, yielding a battle value of 16. The difference between his battle value and that of the heroes is 13. Since the skral has just 6 willpower points, he is beaten. The 3 heroes divide the reward of 4 among themselves. The wizard abstains, so the dwarf can take 2 gold and the archer can take 2 willpower points.*

2. *The archer, who is located on a space adjacent to a gor, can invite the dwarf, who is on the same space as the gor, during his turn.*

3. *The archer, who is located on a space adjacent to a gor, can invite the warrior, who is carrying a bow and is located on a different space that is also adjacent to the gor. In this scenario, it makes no difference whether the archer's space shares a common border with the warrior's space.*

Passing

If a hero doesn't want to move or fight, he can "pass." That will also cost him 1 hour on the time track.

Note: *Instead of moving, fighting, or passing, a hero can select the "move prince" or "move shield dwarves" actions in some Legends, if these figures are part of the Legend. For more details, see the "Prince Thorald and the shield dwarves" heading on page 7.*

Free actions

The following actions will cost **no** hours on the time track. They can be performed at any time — even if it is not the hero's turn. He cannot perform them, though, if his time marker is already in the sunrise box.

These are the free actions that a hero can perform:
- Activate a fog token
- Empty a well
- Pick up or deposit gold/gemstones or articles from or onto a space
- Trade or give gold/gemstones or articles with or to another hero on the same space
- Buy articles or strength points from a merchant
- Use articles

Free action examples:

1. *It is the wizard's turn, and he has 3 gold. He opts for the "move" action, moves 3 spaces, and ends his move on a space with a merchant symbol. That costs him 3 hours on the time track. Now he can shop immediately, and buys a falcon for 2 gold. 1 gold is left over. Because he has ended his move, he cannot yet move any farther. The archer gets 1 gold from a fog token in his turn. Now, even though it is not his turn, the wizard uses his falcon to get the 1 gold from the archer. Because the wizard still has 1 gold left, he can shop again right way even though it is not his turn.*

2. *It is the warrior's turn. He advances 2 spaces and ends his move on a space with a fog token. The fog token is immediately activated. Because he has ended his move, the warrior cannot move any farther. The fog token triggers a negative event. The dwarf, who does not yet have a turn, possesses a shield and uses it to fend off this event, which does not cost her any hours on the time track.*

3. *It is the warrior's turn, and she opts for the "move" action. She has one full and one half-full wineskin on her hero board. She advances 3 spaces and ends her move on the space with the wizard. She uses the half-full wineskin. That means that her move only costs her 2 hours on the time track rather than 3. She immediately hands her full wineskin to the wizard. In return, he gives her 1 gold even though it's not his turn. The warrior cannot advance any farther, since her move has ended.*

The Creatures and Other Game Elements

The creatures

Creatures do not activate tokens (wells, fog tokens, etc.) and do not initiate battles. Their spaces can usually be entered and passed through (unless an exception is indicated in a specific Legend).

The movement of the creatures

At each sunrise, the creatures move toward the castle. The first one to move is always the gor, which is on the lowest-numbered space. A creature normally moves to the adjacent space that has the little arrow pointing to it. Only one creature is allowed to stand on any one space. If the space that a creature wants to move to is already occupied by another creature, it immediately advances along the arrow to the space adjacent to the occupied space. After the gors, all of the skrals and then the other creatures move in accordance with the same rules (in the sequence shown in the sunrise box). Even if a creature has just arrived on the board, it advances along the arrow to the adjacent space if the space is occupied.

The strength of the creatures

The creature display on the game board indicates the strength and willpower points of each creature. If it comes to a battle, the strength points are indicated with the red wooden cube. The red wooden disk is used to mark their willpower points. At the left of the row, you can see the number of dice and which dice the creature fights with. A wardrak, for example, has 10 strength points and 7 willpower points, and uses 2 black dice in battle. ***Note:*** *All other creatures use red dice.*
Below the strength points, you will see the reward the heroes get for defeating the creature. For a wardrak, they get 6 gold or 6 willpower points, or any preferred combination of the two.

Special cases:
If a **wardrak** has fewer than 7 willpower points, it only has 1 black die to use.

If a **troll** has at least 7 willpower points, it will use 3 red dice in battle. If it has fewer than 7 willpower points, it only has 2 red dice at its disposal. All identical dice values are added together. The troll, however, always chooses the highest value, regardless of whether this results from several identical values or one highest single value. ***Example:*** *The troll rolls 3, 3, and 5. In that case, its highest value is 6, which it adds to its strength of 14.*

The time track

"Moving," "fighting," or "passing" will cost the heroes hours on the time track, and are marked there with the time markers (wooden disks in the players' colors).

For each hour used, the hero's time marker is advanced one space on the time track.

Each hero has 7 hours per day available to him — unless he uses "overtime hours." If a hero has used up his hours, only the remaining heroes take turns until they have used up their hours as well. A hero whose turn comes up and who wants to end his day (which can also happen before the 7th hour) places his time marker in the sunrise box. If he is the first hero to end the day, he places his time marker on the "rooster" to show that he will be the first one to start the next day. Before the new day starts, all of the other heroes must have ended their days and placed their time markers in the sunrise box as well. Then, all the symbols in the sunrise box will be carried out in sequence. Only then can the hero whose time marker is on the rooster start the new day.

Overtime hours

A hero can decide to use up to 3 extra "overtime hours" in addition to the 7 regular hours in one day. Each overtime hour, though, will cost him 2 willpower points. In that case, he moves his wooden disk back a corresponding number of spaces on his hero board. A hero must never allow overtime hours to bring his willpower points to 0.

The sunrise box

1. **Read and carry out the top event card**

2.-6. **All creatures move in the depicted sequence**
The gors are always the ones to start, followed by the skrals, wardraks, trolls, and then the wardraks again. Within each creature category, the creature on the space with the smallest number is the one to go first.
Important: Only one creature is allowed to be on any space at one time. If the space to which a creature wants to move is already occupied by another creature, the creature immediately advances to the adjacent space in the direction of the arrow.

7. **"Refresh" all wells**
Turn the well tokens so that their colored front sides are up. **Important:** If a **hero** is on a space with a well, this well will not be refreshed. The token remains lying face-down.

8. **The Narrator advances one letter space on the Legend track**
In addition to moving when a creature is defeated, the Narrator always moves at sunrise. If the Narrator reaches a letter space with a star on it, the corresponding Legend card is read out loud. **Note:** *For some letters, there is no Legend card.*
When the Narrator reaches the "N" on the Legend track, the game ends.

The Legend track

The Narrator starts each Legend on the "A" space of the Legend track. Once the large "Checklist" card has been read out loud and performed, a Legend always begins by reading card A1 aloud. The Legend cards inform the heroes about each Legend's goal and keep the story moving along.

The equipment board

Articles are laid out on the equipment board at the beginning of a Legend. A hero can purchase any of these articles and strength points for 2 gold each when he is on a space with a merchant symbol. In addition, the witch's brew is shown on the right side. It can only be purchased, however, when a hero is on the same space as the witch. The price, which is written on the equipment board, varies depending on the number of heroes.

The articles

Use of the articles is one of the "free actions" available to the heroes, so it does not cost any hours on the time track.

The wineskin

When a hero opts for the "move" action, he can use each side of the wineskin to advance 1 space without having to move his time marker on the time track. After the initial use of the wineskin, flip the token over to its half-full side. After the second use, place the token back on the equipment board. The hero can also use both sides of the wineskin in one turn or use several wineskins at once.

The shield

Each side of the shield can be used once to help a hero **avoid losing willpower points** after a battle round. Even in a collective battle, a hero's shield can only be used to prevent the loss of his own willpower points, not the loss of points of any other hero taking part in the battle. Alternatively, the shield can be used to fend off a **negative event card for the entire group of heroes.** Any event card with a shield depicted on it can be fended off in this way (including at sunrise). A shield can also be used with a Legend 5 "Dragon Battle" card. It will only prevent the negative effect of the card on the entire group of heroes, however. It will not prevent the card from being returned to the bottom of the stack.

After a shield is used for the first time, turn it over so its opposite, damaged, side is up. After the second use, it is returned to the equipment board.

The bow

A hero with a bow may attack a creature in an adjacent space. He rolls each of his dice in turn and decides when to stop rolling. Only the final roll counts. When a hero carrying a bow (not the archer) is **on the same space** as a creature, he does not use the bow against the creature, and rolls all of his dice at once.

The helm

A hero can use a helm to let him total up all **identical dice values** in a battle. For an archer or a hero using a bow, the helm offers no advantage because only the final rolled die counts. The helm also offers no advantage to the wizard, who just rolls one die. But these heroes can still purchase and carry a helm and later give it to a warrior or dwarf, for whom a helm is very valuable. A helm **cannot** be combined with the witch's brew.

Example: *A roll of 3 cannot be doubled with the witch's brew to make 6 and then added to a roll of 6 by using the helm.*

The helm can be used to add the special abilities of a wizard to those of a hero fighting with him.

Example: *When the warrior rolls 3, 4, and 4, the magician turns the 3 into a 4. With the help of the helm, the warrior thus ends up with a total dice value of 12.*

The telescope

The telescope can only be used while its owner is **stopped** on a space. It cannot be used while just passing through. A hero may turn over and reveal all tokens on spaces adjacent to the one he is on. This does not, however, activate these tokens. This can also be done when it isn't the hero's turn. ***Example:*** *In Legend 2, the dice are rolled to determine the positions of the rune stones. One of them now lies adjacent to the dwarf. If she has a telescope, she can immediately uncover the rune stone, even if it isn't her turn.*

The hero can uncover a token with the telescope if he wants to, but he doesn't have to. If there are several tokens on a single space, the hero can uncover just one or some while leaving others hidden.

The falcon

Two heroes can exchange as many small articles (including a helm, witch's brew, or poison), gold, or gemstones at one time as they like even if they are not standing on the same space. One of them must be in possession of the falcon. Large articles (shield or bow) cannot be traded in this way. The falcon can only be used once per day. Then, the token is flipped onto its rear side, and at sunrise it is flipped back onto its front side. The falcon can also be used in the mine in Legend 4. However, it cannot fly on or over spaces with rubble.

The falcon **cannot** be used during a battle.

The witch's brew

Each side of the witch's brew token can be used to double a hero's dice value during a battle. Only one half may be used per battle round, however. A hero is also not permitted to use several brew tokens at one time. The hero must decide immediately after his roll whether he wants to use the witch's brew. He can only use the brew for his own roll, not for that of another hero. The witch's brew cannot be used in combination with a helm. So if the hero has both the brew and the helm at his disposal, he must pick one or the other.

The medicinal herbs

Medicinal herb tokens can be collected in the small storage spaces on the hero boards. The number written on the token indicates the strength of the medicinal herb's effect. A hero who is not in the sunrise box can use a medicinal herb once in any of three ways:

- For moving when the hero selects the "move" action. In this case, he does not have to move his time marker on the time track.
- To raise his willpower points on his hero board.
- For additional points in a battle round in order to raise his battle value. If he wants to do this, he must decide to do so immediately after rolling.

The number value cannot be divided up (for example, to get 1 willpower point and move 2 spaces if its value is a 3). A hero can abstain from using all of the medicinal herb, but he cannot save the unused portion for later use. After the medicinal herb is used, either completely or partially, it is taken out of the game. A medicinal herb can be given to another hero just like any other article.

Note: *For the "ensorcelled gor" in Legend 3, do not count extra points from the medicinal herb.*

The rune stones

The rune stones can be collected in the small storage spaces on the hero boards. Like fog tokens, they can be uncovered with the help of the telescope. Rune stones can also be uncovered and collected when a creature is on the same space as a rune stone. A hero can choose not to uncover a rune stone.

If a hero has 3 different-colored rune stones on his hero board, he gets a black die. This has a higher value than the hero dice. As long as he has the rune stones on his board, he may use this black die **instead of** one of his own. The wizard can also apply his special ability to the black die. Anyone who has three rune stones on his hero board can't have any other articles in his small storage spaces. Otherwise, he will have to give away or discard rune stones and put the black die back.

Other Important Game Elements

Rietburg Castle and the golden shields
Like other spaces, Rietburg Castle (space 0) can be entered and passed through from any adjacent space. When a creature enters the castle, the creature is immediately placed on a golden shield next to the castle. This area does not count as a game board space. A creature on a golden shield cannot be attacked. The Legend is prematurely lost if there are no golden shields left when a creature enters the castle. The number of golden shields depends on how many heroes there are (see illustration next to the castle).

The wells
A hero who is standing on a space with a well can empty the well to get 3 willpower points. He cannot do that just by passing through a well space, though. All wells are "refreshed" at sunrise, unless the space with the well has a **hero** on it.

The fog tokens
If a hero is just passing through a space with a fog token, nothing happens. If a hero **ends** his move on a space with a fog token, however, he has to uncover and activate it. In accordance with the image depicted on it he then has to uncover an event card, or gain strength or willpower points, gold from the trove, or a wineskin from the equipment board. But there are also two tokens that have a gor on them. When that token is uncovered, a gor has to be placed on the space. After a fog token is activated, it is removed from the game. If a hero is using a telescope, he is allowed to uncover all the fog tokens on all the spaces bordering the space that he is standing on. He cannot do that, however, if he is just passing through that space. The uncovered tokens will remain lying face-up until a hero ends his move there, and will not be activated until then.

The merchant
When a hero is in a space with a merchant symbol, he can buy strength points and articles (see equipment board). He cannot do that, however, when just passing through the space. ***Example:*** *The dwarf has 2 gold. He ends his move on a space with the merchant symbol, and can immediately buy something. He cannot, however, advance any farther in this move. Then, it is the archer's turn, who uses his falcon to give the dwarf 2 gold. Now the dwarf can immediately shop again even though it's not his turn. When the dwarf's turn comes around again, he can perform his action (for example, move) as usual.*

The witch
The witch hides in the fog. If a hero has activated the fog token showing the witch's brew, he gets a witch's brew for free from the equipment board and places the witch on this space. A hero standing on the space with the witch can immediately buy the brew from her. The price depends on the number of heroes (see equipment board). The archer always pays 1 gold less than the others. The brew doubles a die's value in a battle, and can be used twice (front and back sides of the token).

The farmers
Farmers can be brought into the castle. For each farmer token brought into the castle, one additional creature can also enter the castle without loss of the Legend. The farmer token is simply flipped over and placed next to the golden shields corresponding to the number of heroes. A hero can move into the space with a farmer token on it and move that token along with his own character token. He can even carry several farmer tokens with him at one time. A hero can leave a farmer behind on a space at any time. Unlike with other tokens, the hero does not have to end his move when he picks up or leaves behind a farmer. Farmers are not placed on the hero board. If a hero and a farmer enter a space with a creature or if a creature enters a space with a farmer, this farmer is immediately killed and removed from the game.

Prince Thorald and the shield dwarves
When Prince Thorald is standing on the same space as a creature, he adds 4 extra strength points to the hero's points in a battle. Instead of "moving" or "fighting," a hero can choose the **"move prince"** action during his turn. That costs him 1 hour on the time track. Then, he can advance the prince up to 4 spaces. He can also do that several times during his turn (for example, move the prince up to 8 spaces at a cost of 2 hours). After the "move prince" action, it is the next hero's turn. Prince Thorald cannot collect any tokens and he cannot move any farmers. The **shield dwarves** function the same way as Prince Thorald.

The rubble
Neither heroes nor creatures nor the falcon can enter or pass through a space with a rubble token. A hero can remove a rubble token from an **adjacent** space. That counts as a "fight" action. To do that, his battle value (strength points plus dice value) has to be at least as great as the number on the rubble token. If he has a battle value equal to the sum of several tokens, they can all be removed at one time. Each attempt to remove rubble costs the hero 1 hour on the time track. Removed rubble tokens are taken out of the game. Just as when fighting a creature, several heroes can remove a rubble token together in a "battle" against rubble.

The gemstones
The numbers on the gemstones represent their value in gold (2, 4, or 6), and they can be used to buy strength points and articles from the merchant.
That does not apply to **Legend 5.** There, the gemstones have a different significance: A hero can deposit a gemstone on any accessible space on which he ends his move. If a gemstone is lying on a space adjacent to a creature, the creature will not move along the arrow at sunrise, but into the space with the gemstone. Then, the gemstone is immediately removed from the game. If two gemstones are next to each other, the creature moves to the more valuable one. At the next sunrise, the creature will move along the arrow again — unless another gemstone is in an adjacent space. In this way, creatures can be **diverted from their actual paths,** and even be **lured out of the castle.**
Important: The proper sequence for all the creatures to move at sunrise always has to be followed! In other words, all the gors go first, then all the skrals, then the wardraks, etc. If there are gemstones in spaces where any new creatures appear, they are immediately removed from the game.

The event cards
In Legend 1, there are silver event cards (including the START card). In Legends 2, 3, and 5, the silver cards are replaced with gold ones. In Legend 4, the silver event cards (without the START card) come back into play along with the green "Secret Sea" cards. Silver and gold event cards are triggered by fog tokens and at every sunrise. The "Secret Sea" cards are uncovered when a hero wants to cross the Secret Sea in the mine.
A hero can block an event card with a shield on it by using his shield. That also applies to an event card that is uncovered at sunrise.

Easy Play Option

Starting with Legend 2, you can select two difficulty levels for each Legend.

That's why some of the Legend cards come in 2 versions:

1 with a green background, and 1 with a normal background.

Just choose which you want before starting the game:

a) If you use the cards with the green background, you will play the Legend at an **easier level.**

OR

b) If you use the cards with the normal background, you will play the Legend at a **normal level of difficulty.**

The cards you are not using should be removed from the game.

Note: When there are cards that have no green version, just use the normal version.

Example:



In Legend 2, card A3 comes in two versions.

How does the game continue after Legend 5?
Invent your own Legend 6 using the blank cards on our website!



Go online to **legends-of-andor.com** to find awesome **fan-created legends** and more bonus content!

Look for great **Andor expansion packs** including new heroes and new legends!





The author and illustrator: Michael Menzel was born in 1975 and lives with his family in the Lower Rhine region of Germany. He has had a passion for drawing since early childhood. He made his entrance into the world of game illustration in 2004 with the Kosmos publishing house. Since then, he has designed children's and family games for various publishers. "Legends of Andor" is his first work as an author.

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Learn more about the world of Andor at
legends-of-andor.com

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