

Reference Manual

Game Materials

- 1 Double-sided game board
- 46 Plastic holders for the game figures (23 red, 6 dark gray, 2 light gray, 7 white, 2 blue, 2 green, 2 purple, 2 yellow)
- 1 Equipment board ("battle board" on the rear side)
- 4 Hero boards (each with a male hero on one side, and a female on the other.)
- 144 Large Legend cards
- 1 Large "Gray Mountains Checklist" card
- 1 Large "Golden Shields" card
- 33 Event cards (including 1 starting event card for Legend 11)
- 22 Dice (4 blue, 5 green, 1 purple, 3 yellow, 3 red, 2 white, 4 large gray)
- 9 Wooden disks (2 blue, 2 green, 2 purple, 2 yellow, 1 red)
- 6 Wooden cubes (1 blue, 1 green, 1 purple, 1 yellow, 1 white, 1 red)
- 15 Storage bags
- 1 Quick-Start Guide

8 Heroes:



23 Creatures:



1 Ring token



6 Skeletons



Stars



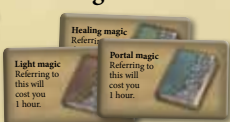
12 Additional figures:



1 Bridge



3 Magic books



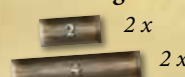
6 Farmer tokens



3 Spring tokens



4 Logs



4 Hero crests



24 Equipment articles:



12 Cave tokens



4 Magic shields:



"-4" Token ("1" on back)



1 Sedge crown



4 Gemstones



Star shield tokens



Fire tokens



5 Old weapons:



22 Fog tokens:



1 Kettle



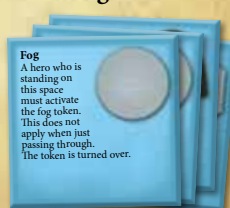
Red X



8 Movement tokens



4 Large tokens



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

The heroes are trying to protect the camp or supply wagon from evil creatures and perform additional tasks.

The game is played in 7 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 11**. 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.

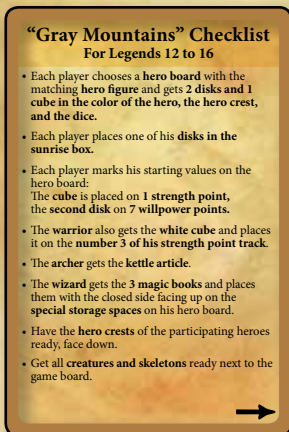
That's all you have to know for Legend 11. So put this booklet back in the box for now, and start with page 1 of the Quick-Start Guide.

Exciting adventures await!

How does the game continue after Legend 11?

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

You will also need the large **"Gray Mountains" Checklist card** and **"The Golden Shields" 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. The card will also tell you if new rules are introduced. If questions come up as you play, you will find the answers in this Reference Manual booklet under the appropriate heading.

Overview of the course of play

- 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 fighting, 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 playing. 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 on 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 carried out 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 space on which the camp or supply wagon is standing, it is immediately placed on a golden shield on the "Golden Shields" card. The Legend is prematurely lost if there are no more unoccupied shields for a creature entering the camp or supply wagon space. The number of golden shields depends on how many heroes there are. **Example:** With four heroes, only 1 creature may be allowed into the camp or supply wagon.
- 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 lose.

The heroes

At the start of the game, each player chooses a hero and the playing materials in that hero's color (dice, wooden disk, wooden cube, crest). Not all players have the same number of dice.

The wooden cube indicates how many points the hero can add when fighting. One of his two wooden disks indicates the number of dice he is allowed to fight with (see the number of dice to the left of the **willpower points**). *The dwarf, for example, can fight with 2 dice if he has 7 willpower points. If he loses a willpower point and drops into the first row, there is only 1 die left for him to use.*

At the top right is the **rank** of the hero. At 82, the archer has the highest rank, while the warrior has the lowest at 14.

The heroes' special abilities

Every hero has a special ability, which is described at the top right of each hero board. Starting with Legend 12, every hero will also have a **second special ability** available to him:

Warrior: At the start of every Legend, place the **white cube** on the warrior's strength point track at the number that is **2 higher** than his current strength point value. That is Ambra's strength.
Example: The warrior has 4 strength points. So Ambra's white cube is placed on the number 6. Whenever the warrior gains or loses strength points, he moves the white cube along so that Ambra's strength points are always 2 higher. From now on, in **every first battle round the strength point value that counts is the one indicated by the white cube**. In all subsequent rounds of the same battle, the value of the blue cube will count.

Dwarf: In battle, only the dwarf has **5 additional strength points on cave spaces and always rolls 3 dice** (regardless of his willpower point display).

Wizard: At the beginning of each Legend, place the **3 magic books** closed-side-up on the wizard's hero board. Only the wizard is allowed to use the new **"look up magic spell"** action. Then, in exchange for 1 hour on the time track, he can turn one of the magic books to its open side. He can also "look up" more than one spell at once. That will cost him 1 hour per book. He can use the magic spell once right away or at any time later on in the Legend.

Light magic: The wizard can move 1 creature standing on his space to any other adjacent space on which no other creature is already standing. This applies to skeletons and Krahdar as well. If more than one skeleton is standing on a space, he can use light magic to move all of them into **one** free (unoccupied) adjacent space (they cannot be distributed across more than one space). He cannot shoo creatures, skeletons, or Krahdar across jump spaces. He can never use light magic against a final adversary.

Healing magic: The wizard can grant the value of the "ones" digit of his current space number in willpower points to the group.

Example: He is standing on space 228; so he may distribute 8 willpower points to the group.

For that to happen, the other heroes do not have to be standing on his space. The other heroes can already have their time markers in the sunrise box.

Portal magic: The wizard can teleport himself from any space to the space with the camp or supply wagon. He can take 1 other hero with him, as long as that hero is standing on the wizard's space and has not yet ended his day. Portal magic also works if he is being held by a cave sprite, skeleton, or Krahdar.

Archer: At the beginning of each Legend, the archer gets the **kettle article**. Only he can choose the **"brew drink" action**. If he is carrying the kettle on his hero board, he may convert **2 star herbs into 1 witch's brew** in exchange for 1 hour on the time track. If he only has 1 star herb, he can brew a half-full witch's brew. The action always costs 1 hour, regardless of how many star herbs he brews into drinks. It may make sense to brew 2 half-full witch's brews out of 2 star herbs. The witch's brew is explained on the equipment board.

The actions of the heroes

A 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 battle round, while moving costs 1 hour per game board space.

The "move" action

As long as he has enough hours on the time track, a hero can move as many spaces in his turn as he likes. **Each space** that the hero enters costs him **1 hour on the time track**. For every hour used, the hero's time marker is advanced 1 space on the time track. The arrows between the spaces play no role in the movement of the heroes. **If a hero ends his movement** on a space with a **fog token** the token is activated and immediately carried out.

Any number of heroes may stop on any space.

The "fight" action

Course of a battle

A hero located on the same space as a creature can attack that creature. The archer can also do this from an adjacent space. If the hero has entered the space during this turn, he must wait until his next turn to attack. Before that, all the other heroes have to take their turns in a clockwise direction.

The hero attacks:

1. In each battle round, the hero's time marker is advanced 1 space on the time track.
2. The hero always rolls first with all the dice available to him (see hero board, to the left of his current willpower points).
3. Then, he adds his current strength points to his highest die roll. This yields his battle value.
4. If the hero wants to use a "witch's brew" or "old weapon," he has to decide to do so immediately after rolling. He is not allowed to wait until seeing the creature's reaction.

Example for determining battle value: *The warrior has 9 willpower points and thus rolls three dice: 4, 3, 3. He adds his current 5 strength points to his highest roll, yielding a battle value of 9.*

The creature's reaction:

1. Before the battle, the creature's strength and willpower points are marked on the creature display of the game board. Then the person to the left of the fighter rolls all the dice available to the creature (see creature display, to the left of the current willpower points). The color of the plastic holder tells you which dice the creature rolls.

- The highest roll counts for the creature as well. Only the creatures, however, benefit by having identical rolls added together, assuming this yields a higher value. For creatures with 3 dice, however, it may happen that 2 identical dice added together yield a lower value than one die. *Example: A troll rolls a 2 twice (= 4) and a 6. In that case, the creature will always choose the higher individual value.*
- Then the creature adds its strength points to the highest roll. This yields its battle value.

The **difference** between the two battle values is **deducted in willpower points from the losing side**. Even if he attacks from an adjacent space, the archer can lose willpower points.

If there is a **tie**, nothing happens.

If the creature still has willpower points and the hero does too, the battle continues right away with the next battle round — unless the hero has no more hours on the time track, or he chooses to break off the fight.

The end of the battle

If the creature has no more willpower points, the hero wins the battle. He immediately gets a reward. How large a reward and what type is written on the creature display beneath the strength points of the defeated creature. If there are 2 rewards separated by a slash, you can choose either the one on the left of the slash or the one on the right. **The defeated creature is placed on space 200, 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. In addition, he immediately gets 3 willpower points. Then it is the next hero's turn. If the battle ends without a winner, the creature recovers. When next attacked, the creature has its usual starting values again (see creature display).

Fighting together

- If more than one hero is standing on the same space as a creature (or on an adjacent space in the case of the archer), they can fight together.
- The hero whose turn it is invites the other heroes to the battle. The time markers of all the heroes participating in the battle are advanced 1 hour.
- The collective battle value is calculated by first totaling up the strength points of all the participating heroes. Then the first roll is taken by the hero who invited the others, followed by all the other participating heroes in turn, and each records his highest roll. These values are added to the collective strength points to yield the collective battle value of the heroes.
- If the **collective battle value of the heroes** 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 will be the turn of the hero sitting to the left of the hero who issued the invitation to battle, with subsequent turns proceeding clockwise from there.
- Important:** If the wizard wants to use his special ability to turn the die of another participating hero onto its opposite side instead of his own die, he must decide to do that immediately after the roll. He is not allowed to wait until all the heroes have rolled.
- Important:** Articles such as old weapons or witch's brew are not permitted to be exchanged within a shared battle round. *Example: A hero drinks half of the brew. He is not then allowed to pass the rest to a hero fighting with him.* A hero is, however, allowed to pass an article to a hero fighting with him **at the end of a battle round** (if both are standing on the same space or one of them is using a falcon).

- A hero (or more than one hero) can decide after a battle round to leave an ongoing battle (in which case that hero cannot be involved in the current battle, but he saves hours). That can also be the hero who issued the invitation. As long as there is a hero still fighting, the battle will continue. The next battle round is begun by the first participating hero to the left of the one who issued the invitation.
- If a hero wants to leave a shared battle because he no longer has enough willpower points or hours on the time track, the other participating heroes can still fight on. A hero who leaves the battle because he has 0 willpower points loses 1 strength point and gains 3 willpower points. He cannot rejoin the current battle, however.
- Important:** The reward for winning a battle will only be divided among the heroes who took part in the final battle round.

Passing

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

The free action options

The following actions will **not cost any** hours on the time track. With some exceptions, they can be carried out at any time — even when it is not the hero's turn. He cannot carry them out, however, if his time marker is already in the sunrise box.

The free action options of a hero are:

- Activate fog tokens
- Activate cave tokens
- Empty springs
- Collect apple-nuts, star herbs, gemstones, or articles from a space or deposit them there
- Exchange apple-nuts, star herbs, gemstones, or articles with another hero standing on the same space, or give them to that hero
- Pick star herb
- Use articles

The creatures

Creatures do not activate any tokens (springs, fog tokens, etc.) and do not start any battles. Normally, their spaces can be entered and passed through (unless an exception is stated in the specific Legend).

The movement of the creatures

At each sunrise, the creatures move toward the camp or the supply wagon. If they reach the Dwarf Road (underlined space numbers), they always move toward the camp or supply wagon. They never use jump spaces. The wargor on the lowest-numbered space is always the one to begin. A creature will always move to the next space to which the little arrow is pointing. Only one creature is allowed to stand on one space. If the space to which a creature wants to move is already occupied by another, it is immediately advanced from the occupied space along the arrow to the next space. After the wargors, all the mountain skral are moved, followed by the other creatures according to the same rules (in the order in which they are shown in the sunrise box). Even if a creature is being placed on the board for the first time and the target space is occupied, it will still be moved along the arrow to the adjacent space.

The strength of the creatures

The game board's creature display shows the number of strength and willpower points for each creature. If a mountain skral or troll has fewer than 7 willpower points, it will only have 2 red dice at its disposal. The color of the plastic holder indicates which dice the creature rolls.

The time track

“Moving,” “fighting,” or “passing” costs the heroes hours on the time track, which will be marked there with the time markers (wooden disks in the players’ colors).

For each hour used, the hero’s time marker will be advanced 1 space on the time track.

Each hero has 7 hours available per day, unless he is taking “overtime hours.” If a hero has used up his hours, only the other heroes will keep taking turns until they have used up their hours as well. A hero whose turn it is but who wants to end his day (which may 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 also 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 more than just 7 hours in a given day by taking up to 3 additional “overtime hours.” Each overtime hour, though, will cost him 2 willpower points.

To do that, 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 jump spaces

At certain locations, a hero can jump over ravines — wherever you see a curved line and a willpower point value. Jumping counts as a “move” action. In order to jump, however, the hero needs at least as many willpower points as the number written there. He only has to have the willpower points, not give them up. If he is taking overtime hours for the jump, the willpower points count before his time marker is advanced.

If the **warrior** wants to take another hero across a jump space, only the warrior has to have the indicated value.

Important: Creatures can never use jump spaces. Skeletons and Krahder do use jump spaces.

The **archer** can also attack creatures, skeletons, or Krahder across a jump space.

The **telescope** can also be used to uncover tokens on spaces that are only connected to the hero carrying the telescope by a jump space.

The old Dwarf Road

On the “Gray Mountains” game board, there are underlined space numbers. These spaces are part of the old Dwarf Road. The supply wagon can only be moved on these spaces. Once a creature reaches one of these spaces, it will move in the direction of the camp or supply wagon from then on.

The sunrise box

1. Read and carry out the top event card

2.–5. All creatures move in the depicted sequence

The wargors are always the ones to start, followed by the mountain skrals, trolls, and then the wargors again. Within each creature category, the creature standing on the space with the lowest 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.

6. Fill all caves

Place a cave token from the supply pile on each cave space, unless a hero is currently standing on it.

7. Roll the dice for the skeletons and set them up

Each skeleton lying down in the sunrise box has one red die rolled for it once, and is placed on the space with the corresponding red die symbol. In addition, all skeletons lying down on other spaces are set upright.

8. Hand over provisions

Each hero must now hand over 1 provisions item, either apple-nuts or star herb. If a hero cannot do that, he loses 8 willpower points. If that brings him down to 0 willpower points, he immediately gets 3 willpower points but loses 1 strength point.

Very important: A hero standing on the space with the camp or supply wagon does not have to hand over provisions.

9. Grow star herb

For every space on the game board with an unpicked star herb lying on it, place another on that space. A hero can collect them without having to pick all of them at once.

10. Refresh springs

Turn spring tokens onto their colored front side unless a hero is currently standing on the same space.

11. Move Narrator

The Narrator advances one letter space on the Legend track. The Narrator moves at every sunrise. When the Narrator reaches a letter space with a star on it, the corresponding Legend card is read out loud. Once the Narrator reaches the letter “n” on the Legend track, the game is over.

Not enough provisions?

A hero who drops to 0 willpower points at sunrise due to lack of provisions will immediately rise back up to 3 willpower points, but will also lose 1 strength point.

If he cannot give up any strength points because he only has 1 left, he still rises to 3 willpower points. He also has to rest the entire next day, however. That means that he cannot be involved in the course of play (cannot take part in any actions or free action options). He can only rejoin the game on the following day.

The Agren and the equipment board

At the beginning of a Legend, articles are laid out on the equipment board. Starting with Legend 12, a hero is allowed to take one of these articles (but not the witch’s brew or a star herb) if he activates an **Agren** (a little green mountain man) on a fog or cave token **or when he defeats a skeleton**.

The articles

Use of the articles counts as one of the heroes' "free action options" and does not cost any hours on the time track. Explanations for most of the articles can be found on the equipment board.

The storm shield and the fire shield

Each side of the **storm shield** can be used once to

- fend off a negative event (i.e., for event cards on which the storm shield is pictured) for the entire group of heroes, or
- avoid the loss of willpower points for the carrier of the shield after a battle round.

For each side of the **fire shield** the hero carrying the shield can place a fire token on the space that he is currently standing on (not if just passing through). It will remain there until the end of the Legend. A hero standing on a space with a fire token (passing through is no problem) drops to 3 willpower points and can never rise above 3 willpower points in that Legend. Creatures also drop to 3 willpower points when they are standing on a space with a fire token, but they immediately regain their normal willpower point value when they leave that space. A hero carrying one of the powerful shields (such as the storm shield) can use one side of the shield to protect against the loss of willpower points. The carrier of the fire shield can also do that with the remaining second side. The fire shield has no effect on final adversaries! The fire shield can also be used after a lost battle round to fend off the loss of willpower points for the carrier of the shield.

Apple-nuts and star herb

Apple-nuts and star herb can both be given as provisions at sunrise. The archer can also use star herb to make witch's brew. Unpicked star herb grows back at sunrise. That means that another star herb token is added to every space that already has one. If more than one is already on a space, still just one will be added. A hero does not have to pick all the star herbs on a space. If there are not enough star herb tokens on the equipment board, the lowest-numbered spaces will have priority.

The telescope

The telescope can only be used while its owner is **stopped** on a space. It cannot be used if just passing through. A hero may uncover all tokens on spaces adjacent to the one he is on, other than cave tokens. This does not, however, activate these tokens.

The gemstones

A hero can deposit a gemstone on any passable space on which he is standing (not when just passing through). If a gemstone is on a space adjacent to a creature, the creature will move to that space instead of along the arrow at sunrise. The gemstone is then immediately removed from the game. If two gemstones are adjacent, the creature moves to the more valuable one. At the next sunrise, the creature moves along the arrows again — unless there is another gemstone on an adjacent space. In this way, creatures can be diverted from their actual path. **Important:** The sequence of the creatures' movement at sunrise always has to be followed! Gemstones on spaces where creatures show up are immediately taken out of the game.

The old weapons

Each of these weapons can only be used once, after which it is removed from the game. A hero who wants to use an old weapon must decide to do so immediately after rolling.

Iron glove: In one battle round, the hero can add together 2 dice of any value. Cannot be used by the archer or be combined with witch's brew.

Knife: The hero can roll one of his own dice again in a battle round. The archer can only roll his most recently rolled die again, which is the one that counts.

Axe: The hero gets 2 additional strength points in a battle round.

Sword handle: Is useless on its own. Together with the sword blade, the sword handle contributes 5 extra strength points in a battle round.

Sword blade: Is useless on its own. Together with the sword handle, the sword blade contributes 5 extra strength points in a battle round.

Note: Knife, axe, sword handle, and sword blade can also be used by archer when attacking from an adjacent space.

The springs

A hero who is standing on a space with a spring can empty the spring and get willpower points for it. He cannot do that when just passing through, however. All springs are "refreshed" at sunrise, unless the spring is on a space with a hero standing 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.

The caves

If a hero is just passing through a space with a cave token, nothing happens. If a hero ends his movement there, however, he has to uncover the token and activate it. Caves cannot be uncovered with the telescope.

The cave sprites

A hero who has activated a cave will leave this cave token on the space. To free himself, he must exceed the value depicted on it in a battle round to defeat the sprite. If he ties it or has a lower battle value, nothing happens. Until he defeats the cave sprite, he **can no longer choose the "move" action**. Other heroes may join him and fight with him to free him. The captured hero must fight too, however. The cave sprite only holds onto the one hero. There is no reward for defeating a cave sprite, and the Narrator is not advanced. The defeated cave sprite token comes out of the game and a new cave token is immediately placed on the space and activated.

The logs

When a hero is standing on a space with a log, he can collect it. The logs are placed on the hero board's strength point track — fitting to the left of the cube that indicates the strength points. *Example: To be able to carry a "2" log, the hero needs at least 3 strength points.* A hero can carry more than one log at one time if all these logs fit to the left of the cube on his strength point track. (Note: Ambrá's special strength ability during the first battle rounds has no effect on the warrior's ability to carry logs.)

The skeletons

More than one skeleton on one space is called a “horde.”

Movement of skeletons:

Whenever a time marker leaves the 4th hour, that hero gets the top movement token. He can still complete this hour's action (for example, move 1 space or fight a battle round). Then, however, he has to read the writing on the token out loud and move the skeletons and hordes accordingly. The he can continue his action (keep moving or fighting). If the skeleton's movement tokens are used up, they should be mixed together and placed in a pile on the 4th hour.

Note: The instructions under the line on the movement tokens will only become meaningful in Legend 17.

- Skeletons do not move along the arrows, but always move in the direction of a hero as long as he is not standing more than 3 spaces away.
- Any skeleton that has no hero within “visual range” of 3 spaces will not move.
- Skeletons use jump spaces. A hero who is 3 spaces or less away across a jump space is also within “visual range.”
- The skeletons on the lowest-numbered spaces always go first.
- If several heroes are equally far away, the skeletons always choose the one who is on the lowest-numbered space.
- If skeletons cannot reach a hero, i.e., if they have to make a stopover and there is more than one space equally far away from the hero, the skeletons always choose the path that would allow them to get to the space with the lower number.
- A skeleton standing on the same space as a hero does not move any more.
- A hero standing on the same space as a skeleton can no longer choose the “move” action.
- A hero who enters a space with a skeleton cannot move any farther.
- Skeletons ignore gemstones.

Skeletons and the camp/supply wagon:

Skeletons do not deliberately move in the direction of the camp or supply wagon, but just in the direction of the heroes. If they do, however, happen to enter the space with the camp or supply wagon, they are placed on the golden shields just like creatures (1 shield per skeleton).

Skeleton battle values:

The skeletons roll 2 white dice. Matching dice values are added together. They have 9 willpower points and 3 strength points. If they drop to fewer than 7 willpower points, they will only fight with 1 white die.

- A hero can only fight 1 skeleton at a time. Once the battle is over, it is the turn of the next hero in a clockwise direction.
- A battle against skeletons works almost exactly the same as a battle against creatures. If the skeleton has the higher battle value (strength points + rolled value), the hero loses the difference in willpower points. If there is a tie, nothing happens.

Skeletons can be overcome or defeated. It all depends on how much higher your battle value is than theirs.

Overcoming skeletons (without reward):

If a hero or group of heroes has a higher battle value than the skeleton in a battle round, the skeleton has been “overcome.” Then, the skeleton is immediately placed lying down on its current space.

- The Narrator is not advanced when a skeleton is overcome.
- There is no reward for overcoming skeletons.
- At sunrise, all overcome skeletons stand up again (7th symbol).
- As long as they are lying down, they do not move in response to movement tokens.
- A hero standing on the same space as an overcome skeleton can choose the “move” action.

Defeating skeletons (with reward):

If a hero or group of heroes manage to reduce a skeleton to 0 willpower points in the first battle round, they have defeated it!

If that happens, the following rules apply: The hero who defeated the skeleton decides whether he wants to ...

- a) ... place it on space 200 or
 - b) ... place it in the sunrise box.
- If he places the skeleton on space 200, the Narrator is advanced 1 letter.
 - If he places the skeleton in the sunrise box, the Narrator is not advanced. Instead, at the next sunrise (7th symbol), a red die is rolled for the skeleton and the skeleton is placed on the space with the matching red die symbol.

In either case, the heroes receive a reward of 1 article of their choice from the equipment board (other than star herb or witch's brew).

Special case 1:

If a hero whose time marker is on the 4th hour wants to end his day ahead of time instead of performing an action, the top movement token is not activated. So it might make sense under certain circumstances to decline to take the remaining hours in a day.

Special case 2:

A hero whose time marker leaves the 4th hour must interrupt his movement to activate a movement token. If this requires “making a stop” on a space with a fog or cave token, he does **not** have to activate that token. In such a case, after all, he has not completed his movement. When he continues his movement after activating the movement token, the fog or cave token remains unactivated on the space.

Special case 3:

If there is more than one hero within the 3-space “visual range” of a skeleton, then the skeleton moves toward the one standing closest rather than the one on the lowest-numbered space.



Dear Fans of Andor,

The following rule modifications will let you play a somewhat easier version of Legends 12-17. Level 1 gives your heroes a little more endurance. Level 2 will strengthen their special abilities. Even with these modifications, the Legends will still be exciting and challenging.

Level 1:

The **old weapons** can be used for **an entire battle** rather than just one battle round. Also, place the “-4” token with its “-1” side up on overtime hours 8, 9, and 10. Each overtime hour will cost just 1 willpower point. **Exception for Legend 17 only:** In Legend 17, you must use the “-4” token with its “-4” side up, but you may turn it to its “-1” side as soon as there is no guard troll standing on the forge space.

Level 2:

Warrior: “Ambra’s Fury”

Ambra’s white strength-point cube is moved 1 to the right **following** each battle round, and it counts in **every** round. In other words, Ambra’s strength grows by 1 with each battle round. Once the battle ends, the white cube is moved back so that it is once again just 2 higher than the value of the blue cube.

Dwarf: “The Shadow of the Caves”

The dwarf may also roll 3 dice and add 5 strength points when on the space to which the arrow of a cave space is pointing.

Wizard: “Recurring Magic Spells”

When the wizard has looked up a spell and later activates it, the magic book is not taken out of the game. Instead, the wizard may roll his die and place the just-used magic book on the Legend track letter showing this die value. When the Narrator reaches this letter, the wizard gets this magic book back with the already-open side of the book. He can activate the spell again and then re-roll, so a magic spell can come into play more than once. If the magic book ends up on a Legend track letter that the Narrator has already passed through or on which he is currently standing, the magic book is removed from the game.

Archer: “Abundant Herb”

The archer can make 1 full witch’s brew from **one** star herb. If the brews have run out (there are 3 brew tokens in the game), he cannot brew any more until some have been used and are lying on the equipment board again.

Would you like to develop your own Legend?

Use the free blank cards on our home page, and find tips for creating your own Legends in our Developer Guide.



Go to our web page at **legendsofandor.com** to continue your adventure!



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, and 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,” his first work as an author, has won prizes in Germany and

internationally and was selected as the German Connoisseur’s Game of the Year in 2013. After the “Star Shield” expansion, the “New Heroes” expansion for 5-6 players, and the large “Journey to the North” expansion, this last part of the great trilogy sees the heroes embark on an adventuresome journey into the unknown south of Andor.

- Editing:** Wolfgang Lüdtkke
- Graphics:** Michaela Kienle/Fine Tuning
- English Translation:** David Gamon
- English Text Editing:** Ted McGuire
- Additional Design:** Dan Freitas, Ashley Greenleaf

The author and publisher would like to thank all the test players and rule reviewers.

The author would like to express his special thanks to: “My son Johannes and my nephew Joel, Andor players from the very beginning. I would also like to thank tireless testers such as Inka and Markus Brand, Ela and Stefan Hein, Steffen Müller, Hannah Staats, Mario Coopmann, Devin Brunk-Cardosa, Karina, Max, Graham and Jakob (can I eat my horse?) Murphy, Christof (master of skeletons) Tisch, Arnd Fischer, Bärbel Schmidts, Ralph Querfurth and Sandra Dochtermann, Malte Mertens, Christoph Berner, Stefan Vogt, Joshua (11 willpower!) Pieniak and Jost Schwider. Very special thanks to Wolfgang Lüdtkke, Michaela Kienle and Peter Neugebauer and to the Kosmos publishing house for their engagement on all levels.

I would like to take this opportunity to thank all Andor fans. Without your support, engagement, and love of Andor this game series would never have been possible. Until we meet in the Tavern of the Drunken Troll! 😊 Last but not least, I would like to thank my wife Steffi for her support and patience over the last 6 years. Without her, I never would have been able to complete the Andor trilogy.”

Learn more about the world of Andor at **legendsofandor.com**

© 2016 Franckh-Kosmos Verlags-GmbH & Co. KG
Pfizerstr. 5-7, D-70184 Stuttgart, Germany.
Phone: +49 711 2191-0; Web: kosmos.de
© 2017, 2019 Thames & Kosmos, LLC, Providence, RI, USA

Thames & Kosmos® is a registered trademark of Thames & Kosmos, LLC. All rights reserved.

Printed in Germany / Imprimé en Allemagne

Distributed in North America by Thames & Kosmos, LLC. Providence, RI 02903
Phone: 800-587-2872
Web: thamesandkosmos.com

Distributed in United Kingdom by Thames & Kosmos UK LP, Cranbrook, Kent, TN17 3HE
Phone: 01580 212000
Web: thamesandkosmos.co.uk