






This legend consists of 12 cards:  
 A1, A2, A3, A4, B, F, N,  
 Varkur's Hideout (x3),  
 Mine Instructions (x2)


This legend takes place on the back side of the game board. First, follow the steps on the **Standard Setup Instructions card**. Then, place the following materials near the game board: The 3 Varkur's Hideout legend cards, the 2 Mine Instructions legend cards, the witch marker, the Shield Dwarves marker, the troll markers, the wardrak markers, the N tile, the poison token, and 3 black dice.

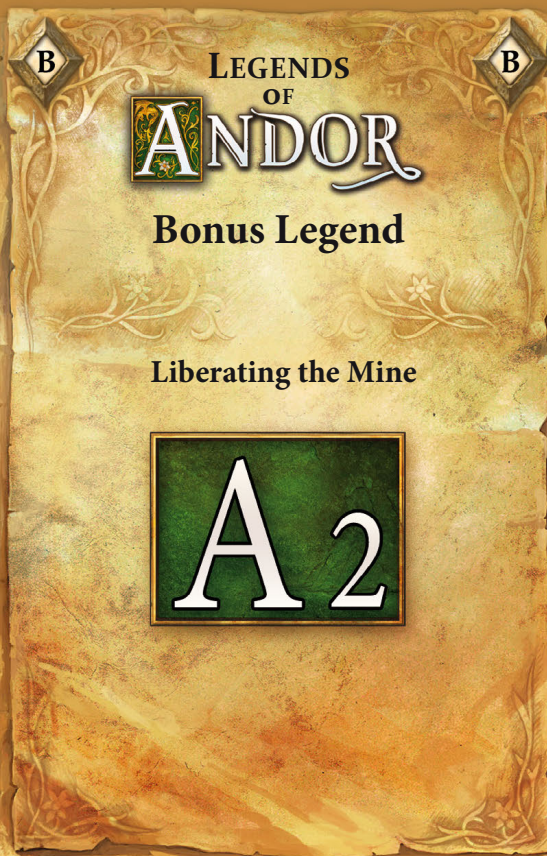
Gather the following tokens facedown and individually mix each group: 8 boulder tokens, 11 gems, 3 medicinal herbs, 6 rune stones, and 6 parchments. Then, gather 15 monster tiles and return the tiles "Place 1 gor in space 21. Place 1 troll in space 23" and "Place 1 skral in space 48. Place 2 gold in space 50" to the game box. Mix the remaining monster tiles facedown.

Then, set the following additional materials next to the game board:

Place the **N tile** with the green side up in space N of the legend track. Place **1 star token each** in spaces B and F. Place **1 gem token** in each space with a blue gem icon, excluding spaces 0, 2, 3, and 4. Return the four remaining gem tokens to the game box without revealing them. Place **1 helm, 1 shield, 1 bow, and 1 wineskin** in space 27. Place **2 boulder tokens** faceup in space 21.

Continue reading on legend A2. 






Separate the following cards and individually shuffle each deck: 11 silver event cards (replacing the golden event cards) and 10 secret lake cards.

Determine the location of **5 of the 6 rune stones** and **2 of the 3 medicinal herbs** by generating a two-digit number (as explained on the Rune Stones legend card).

**Note:** If you do not remember the rules introduced in Legend 4 explaining gem tokens, firestorms, boulder tokens, or the secret lake, refer to the 2 Mine Instructions legend cards. Otherwise, these cards are not required.

Place **1 gor each** in spaces 15 and 34.

*Few know that before the heroes fought the dragon Tarok, they encountered the dark mage Varkur once more. He had fled into the mine of the shield dwarves, where he studied the ancient magical arts. The heroes sought to rid the mine of his shadow, but the skrals joined themselves with Varkur, secluding him deep in the perilous caverns. Now the heroes must find these skrals so that the monsters may lead them to the dark mage's hiding place.*

Continue reading on legend A3. 





Skrals are placed on the game board when the heroes reveal and resolve monster tiles. When the third skral is placed on the game board, roll 1 hero die and read the Varkur's Hideout legend card with the dice icon that matches the die result.

**Legend Objective:** The party wins the legend if they defeat 3 skrals and the dark mage.

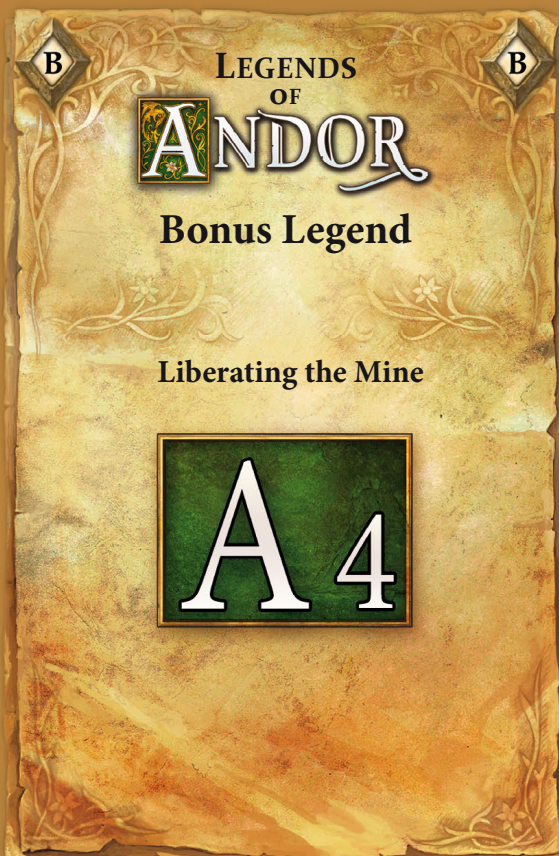
Place **2 monster tiles** facedown in spaces **10, 28, 35, 41, and 43**.

When a hero enters one of these spaces, he must end his move action. Then, he immediately reveals and resolves both tiles, beginning with the top tile.

Place **3 monster tiles** facedown and **1 troll** in space **6**. Heroes cannot resolve these 3 monster tiles until they defeat the troll.

**Note:** Heroes may use the telescope to reveal monster tiles in adjacent spaces without resolving the monster tiles, including the monster tiles guarded by the troll. Monster tiles revealed in this way remain faceup on the board, stacked in their original order.

Continue reading on legend A4. →



Place the Shield Dwarves marker in space **40**. Shield Dwarves follow the standard rules for allies.

Each time a monster enters space **0** (the southern mine), move the N tile 1 space on the legend track closer to space A. Then, immediately return that monster to the game box.

**Important:** If a skral enters space **0**, the party immediately loses the legend.

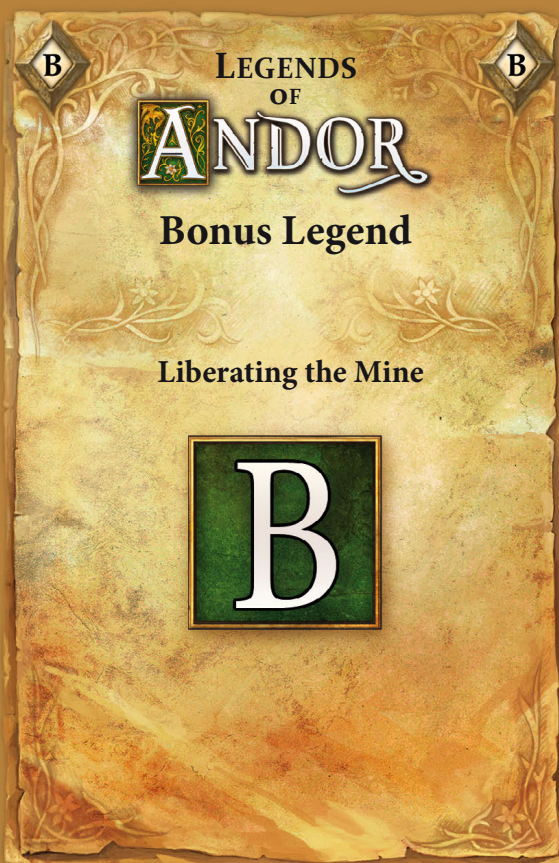
In this legend, a hero whose willpower falls to "0" is returned to the game box. He places his gems, gold, and items in the space he last occupied.

Place all heroes in space **60**. Each hero starts with **2 strength points**. The party **receives 5 gold, and 2 damaged shields**.

One of the heroes stares into the dark entrance of the mine. "The sooner we know where Varkur is hidden, the better," he exclaimed. "Let's hunt some skral!"

The hero who downloaded this legend takes the first turn.





*A message from the Keepers of the Tree of Songs reaches the heroes: "We fear an attack at any moment, and we urgently request aid from you and the dwarves. Please assist us in our hour of need."*

Place 1 **parchment token** facedown in space 63. The first time a monster enters this space, reveal the parchment token. Each hero who has willpower points **greater than** the number on the parchment token must reduce his willpower points to the revealed number. Then, return the Shield Dwarves to the game box.

*The Keepers close by alluding to a powerful item...*

Determine the location of the poison token by generating a two-digit number (as explained on the Rune Stones legend card).

A hero uses the poison in a battle after the hero strikes, but before the monster strikes. If the hero wins the round of battle in which the poison was used, he immediately defeats the monster. A monster defeated in this way yields no rewards. Do not place this monster on space 80, but instead return it to the game box. Do not advance the legend marker along the legend track. Much like a wineskin or witch's brew, a hero may use the poison twice.

**Note:** A hero cannot use the poison in battle against the dark mage.



*Magic lightning zips through the mine's corridors, causing boulders to come crashing down and destroy the arched vault. Varkur must be very close.*

Randomly determine the location of 6 **boulder tokens**. To do this, roll 1 red die and 1 black die, then add the results together. Place 1 random boulder token in the space that matches the sum of the dice results. Repeat this process for each boulder token. For example, if the black die produces a result of "12" and the red die produces a result of "5," place 1 boulder token in space 17. Reveal each boulder token immediately after placing it.

If a boulder token is placed in a space containing a marker, follow the steps below:

1. If a monster (including skrals) is in that space, return it to the game box. The heroes do not receive a reward, and the legend marker does not advance on the legend track.
2. If a one or more heroes are in that space, each hero in that space loses willpower points equal to the boulder token's value. Then, return the boulder token to the game box.
3. If the Shield Dwarves or the dark mage are in that space, return the boulder token to the game box.

If a monster enters a space containing a boulder token, the monster continues moving to the next adjacent space, following the direction of the arrow.



B

# LEGENDS OF ANDOR

B

## Bonus Legend

### Liberating the Mine

N

The party wins the legend if:

- the heroes defeat the 3 skrals or return them to the game box, and
- the heroes defeat the dark mage.

*Success! The heroes have freed the mine from the dark mage's shadow. But Varkur's role in Andor's history was far from over. Years later, when Andor enjoyed peace after the fall of the dragon, the dark mage returned. His transformation was dramatic, and only the heroes of Andor would recognize the hideous monster named Qurun as their old adversary. But that legend is for another time...*

**The party loses the legend if:**

- a skral enters space 0, or
- the heroes do not defeat 3 skrals and the dark mage.


**Tip for next time:** The party should attempt to resolve as few monster tiles as possible. To accomplish this, the telescope is especially useful.

B

# LEGENDS OF ANDOR

B

## Bonus Legend



### Varkur's Hideout

When the third skral is placed, roll 1 hero die. On a result of

•

OR

• •

reveal and read this card.

*The dark mage Vakur emerges from the secret lake, the water boiling forth.*

Place the dark mage in space 11. Return all items, boulders, and monsters in space 11 to the game box.

**Legend Objective:** Heroes must defeat the dark mage before the legend marker reaches the N tile. The heroes cannot attack the dark mage until they defeat all 3 skrals. When the dark mage is defeated, immediately place the legend marker on the N tile.

The dark mage has **12 willpower points** and the following strength points: **2 heroes** = 20, **3 heroes** = 30, **4 heroes** = 40.

During battle, the dark mage rolls 2 black dice and adds identical dice results. The dark mage always rolls two dice, regardless of his remaining willpower points.

**Special Defense:** A hero must have at least 14 willpower points to battle the dark mage. During a battle against the dark mage, if any hero falls below 14 willpower points, that hero cannot continue participating in the battle.

At sunrise, the dark mage does not move.

If a monster enters the space that the dark mage currently occupies, the monster continues moving to the next adjacent space in the direction of the arrow.



B

# LEGENDS OF ANDOR

B

## Bonus Legend



**Varkur's Hideout**  
When the third skral is placed, roll 1 hero die. On a result of

1
2

OR

3
4

reveal and read this card.

*The dark mage Varkur appears in the armory. A caustic haze fills the room, and a shrill sound like scraping metal echoes through the mine.*

Place the dark mage in space 27. Return all items, boulders, and monsters in space 27 to the game box.

**Legend Objective:** Heroes must defeat the dark mage before the legend marker reaches the N tile. The heroes cannot attack the dark mage until they defeat all 3 skrals. When the dark mage is defeated, immediately place the legend marker on the N tile.

The dark mage has **12 willpower points** and the following strength points: **2 heroes** = 14, **3 heroes** = 20, **4 heroes** = 30.

During battle, the dark mage rolls 2 black dice and adds identical dice results. The dark mage always rolls two dice, regardless of his remaining willpower points.

**Special Defense:** Heroes cannot use any items during a battle against the dark mage, including shields, helmets, witch's brews, bows, herbs, and rune stones. The archer must be in the space that the dark mage occupies to participate in the battle.


At sunrise, the dark mage does not move.

B

# LEGENDS OF ANDOR

B

## Bonus Legend



**Varkur's Hideout**  
When the third skral is placed, roll 1 hero die. On a result of

5
6

OR

7
8

reveal and read this card.

*The dark mage Varkur hides in the treasury. Dark clouds of smoke escape the chamber, and the stench of burning oil fills the air.*

Place the dark mage in space 6. Return all items, boulders, and monsters in space 6 to the game box.

**Legend Objective:** Heroes must defeat the dark mage before the legend marker reaches the N tile. The heroes cannot attack the dark mage until they defeat all 3 skrals. When the dark mage is defeated, immediately place the legend marker on the N tile.

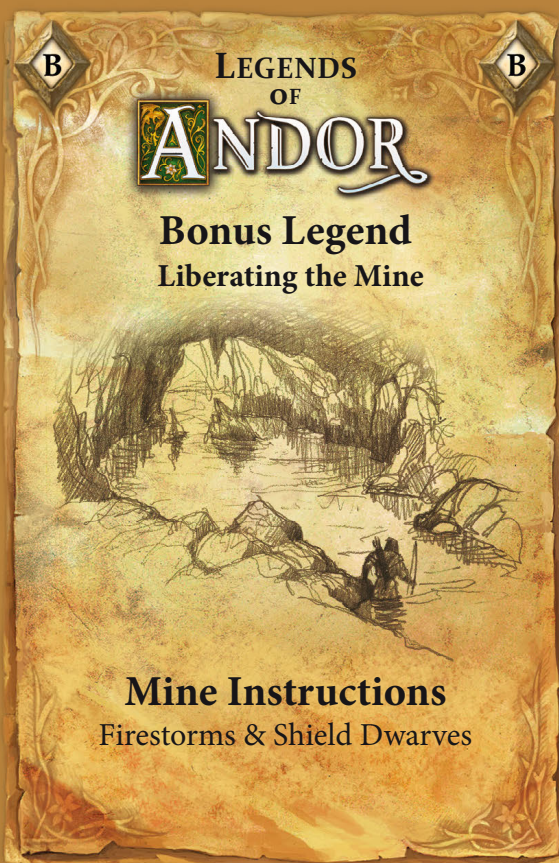
The dark mage has **12 willpower points** and the following strength points: **2 heroes** = 20, **3 heroes** = 30, **4 heroes** = 40.

During battle, the dark mage rolls 2 black dice and adds identical dice results. The dark mage always rolls two dice, regardless of his remaining willpower points.

**Special Defense:** When each hero adds his strength points to determine his battle value, treat each hero as having as many strength points as the hero with the fewest strength points. For example, if the party consists of 3 heroes with 14, 12 and 6 strength points, each hero can only add 6 strength points during a battle against the dark mage. If the heroes participate in the battle together, they add (6 + 6 + 6 =) 18 points to their final battle value.

At sunrise, the dark mage does not move.





### Firestorms

To resolve a firestorm, a hero rolls 3 red dice in succession and places the first die in the frame near space 10, the second die in the frame near space 20, and the third die in the frame near space 30.

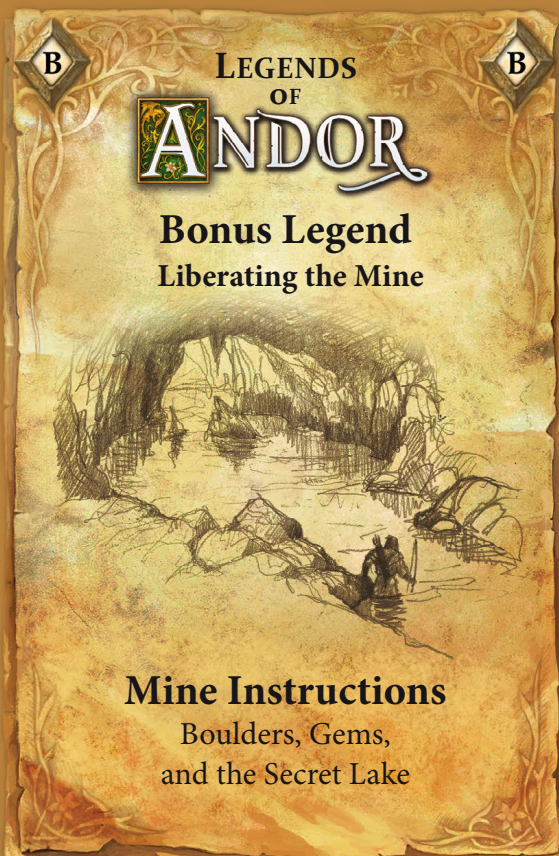
Each firestorm begins in the space that corresponds to the frame (10, 20, or 30) and extends a number of spaces equal to the die result in the direction of the arrows. If a hero occupies one of those spaces, he loses willpower points equal to the die result.

**Remember:** If a hero is reduced to "0" willpower points, return him to the game box.

A hero may use a shield to prevent the effects of a firestorm. Monsters are not affected by a firestorm. Boulders block all firestorms. A firestorm occurs each time a hero collects a gem and at the start of each new day (as indicated by the fire symbol on the sunrise box).

### Shield Dwarves

The Shield Dwarves follow the standard rules for allies described in the Reference Booklet. They cannot reveal or collect any tokens, and they cannot reveal or resolve monster tiles. They cannot end their movement in space 11 (the secret lake), and they do not cause secret lake event cards to be drawn. They cannot enter or move through spaces containing boulder tokens, but if they are adjacent to the boulders, they add 4 to the final battle value against the boulders.



### Boulders

Boulders block the way. Heroes and monsters cannot enter a space containing a boulder token, and the falcon cannot fly through spaces containing a boulder token. To remove one or more boulder tokens from an adjacent space, a hero performs a fight action against the boulders. Treat this as a standard battle (i.e., use items, invite other heroes to a team battle, etc.), except that the boulders do not roll dice, and heroes do not lose willpower if they lose the round of battle.

If the hero's battle value is greater than the value on one of the boulder tokens, he may return that boulder token to the game box. If the hero's battle value is greater than the sum of two or more boulder tokens, he may return those boulder tokens to the game box.

### Gems

Heroes can collect gems in the mine, and they carry collected gems in the coin purse on their hero boards. The number on a gem token indicates that gem's value in gold (2, 4, or 6). Revealing a gem with a telescope poses no threat to the heroes, but collecting a gem causes a firestorm to occur.

If a monster enters a space with a gem, immediately return that gem to the game box. Unlike in Legend 5, gems do not change the direction in which monsters move.

### The Secret Lake

Each time a hero enters space 11 (the secret lake), he immediately ends his movement, draws the top card from the secret lake deck, and reads it aloud.