

ANDOR

DEVELOPER GUIDE

A guide to develop your own legend:

Preliminary note:

There are many ways to create a new adventure for "Legends of Andor". This guide describes only one possible approach. I want to give you some framework, in which you are able to be creative. Usually that's easier than to start with a plain white paper.

Michael Menzel



1. Everything begins with a threat!

Before I think about the details of a legend, I always try to define its topic. **What is it all about?**

I found out that the best way to start is to define the menace, the evil. So the first question is:

Which threat is it that awaits the heroes this time? When you have a good idea for it, then a big part of the creative job is already done.

When you have defined the "threat" it is easy to imagine how the heroes have to react and which items and support you should give them.

When you have the "threat" it's even possible to define the legend tasks.

"the legend is won if ...

... the castle has been defended and ...

... the "awful troll" has been defeated.

2. "A1" like "All starts"

On legend cards A1, A2, A3 etc. ... I start with the introduction. It's important to generate some suspense and curiosity. An **important detail** in "Legends of Andor" is, that all the flavour text is written in past tense. That's why playing Andor feels a bit like being part of a novel. Afterwards there have to be some technical information on the cards like which additional material is needed, which items and supports the heroes receive and where the creatures have to be placed. If the heroes already know which threat they have to face this time, even the legend tasks can be mentioned here.

Example:

I want the heroes to face a particular awful troll. As his special ability I come up with the idea that he has got additional strength points: as many as creatures are to be found on the game board.

This threat could also have been a strong winter or a search for a very special person which is hunted by the creatures, too.

The **starting positions** of the creatures are very important for the legend. Here are two different approaches:

A) spaces defined fix on the board:

How big the pressure on the band of heroes is depends on how near or how far away from the castle I position the creatures. When I place creatures like trolls or wardraks early in the game, they should be far away from the castle, so that the heroes have some time to get strong enough. I really put these figures on the board and try out where they fit well and how they move next sunrise. When I have the feeling the positions seem to be well done, I write them down. Usually, in the first tests I will find out that one creature is too near to the castle or appears too early. Then, some adjustments are necessary and quite normal.

B) Positions by creature tokens:

The creature tokens in "Legends of Andor" are a good opportunity to position creatures randomly. Their positions are adjusted to their strengths so that trolls and wardraks don't appear too close to the castle. It proofed to use 5 creature tokens in the beginning and 5 more to be triggered later on in the rest of the game. But of course, you may try out and vary as you like.

You may vary the **equipment for the heroes** as you wish. You will have to try out a bit but you should have the following in mind:

1. They shouldn't be armed too well so that they are able to develop their character and gor-fights in the beginning will be a challenge.
2. Most parts of their equipment should be given to the whole group. Then two players will have more equipment each than four players. Also the decision "who gets what" is a first tactical decision for the heroes.

You may use the heroes rank for defining their **starting position** or you will position them by a different method. But you should avoid that they might start on a space with a fog token.



You can also mix placement by **creature tokens** and **defined positions**.

Note: Here is how many and which creatures are used on the creature tokens: 7 gors, 4 skrals, 2 wardraks, 3 trolls. So, for the defined positions there are only the following creatures left: 7 gors, 1 skral, 2 trolls. (2 gors will not be used because they could be activated by the fog tokens.)

Note: Runestones and magical herbs should be in the game, too. You are able to define their positions fixed or randomly by the dice. (hero die = 1st digit, red die = 2nd digit = space number).

If you use creature tokens you can only use 2 of the three magical herbs because the third could be triggered by a creature token.

3. Delete as appropriate!

New creatures, assignments and orders or story elements can be triggered very well by the following legend cards. If you have a passion for writing stories this is a great opportunity to create an **awesome atmosphere**. The only way to find out which card should be activated when can be discovered by actually trying.



In "Legends of Andor" there are a few legend cards showing an **arrow**. These will not be triggered by a fixed letter. Their positions on the legend track will be defined in the beginning of the game by rolling a die. If you use these sort of cards you may have in mind that they should contain something **good** and something **bad** for the heroes.



4. A test before your testers

Just when you have a first draft of your legend you are already able to test it. I suggest that the best would be to test it by yourself while playing two characters at the same time. I can tell you that the balancing of a legend takes some time and because it's not good to annoy your game testers you should wait until you have a draft that has been tested by you several times.

Example: Legend card "C" gets activated.

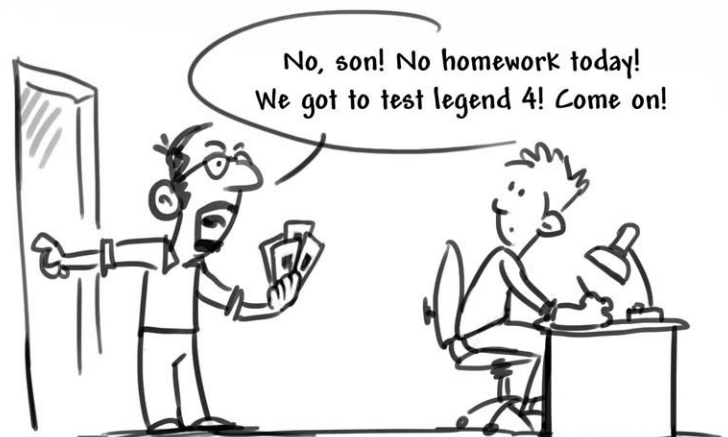
"Suddenly the heroes heard from a very awful troll". Put the "awful troll" on space x ...

In the fight this troll has got x strength points and ...

When trying the game it often happens that a card comes too early. Then I cross the "C" out and change it into "F". Just to find out a little later, that "E" would have been perfect :-)

I just tell you this because it can be a little annoying and I want to encourage you to try again. That is quite normal and it takes some tests to prepare it well.

Example: An **arrow card** gives 4 strength points to the band of heroes (good). Also the card brings in some new gors (bad). By using these cards the legend gets more variable and the legend feels different depending on when the cards appear. Although the level of difficulty might stay constantly. Of course, you want to have the additional strength points as soon as possible in the game. But on the other side, if it appears early, then the gors have a lot of time reaching the castle.



5. A balancing act

The most important issue for balancing the difficulty for a different number of players is 1. the number of creatures that are allowed to enter the castle and 2. the strength of the boss enemy.



Golden shields at the castle



Strengthpoints of the boss enemy

That means that you have to find a way to scale the difficulty of your "threat" depending on the number of players. Starting by defining the strength for two players I suggest to add 10 strength points for each additional player. So the "Awful troll" in my example, has 10 Strengthpoints in a two player game, 20 in a three player game and 40 in a four player game.

You have to scale it even though the "threat" isn't a creature. I've worked on a legend where it was the heroes' task to escort a special figure to a certain place. To scale this task depending on the number of players, I defined that moving this special figure costs a hero willpower for each space. In a two player game it took 2 willpower and in a 3 player game 3 willpower ...

6. The second storyline (only for advanced legend writers)

If you got some practice with developing your own legends you will find out that that there always has to be something that splits the band of heroes. It just feels great forcing the heroes to leave the castle in order to fulfill an additional task. This might be a parchment that has to be brought somewhere or some herbs that have to be found.

Example: One golden shield at the castle is already occupied by a creature and a troll moves towards the castle.

Now, 4 players have two reasons why they have to defeat this troll:

- a) there is no golden shield left at the castle
- b) their "boss enemy" is much stronger than the one 2 players have to defeat. Therefore, they need to earn the high reward of the troll.

On the opposite side, 2 players have two reasons why they can just let the troll enter the castle:

- a) they have still some unoccupied shields at the castle
- b) their "boss enemy" is much weaker than the one 4 players have to defeat. So, that's way they don't need the high reward of the troll.

Because of the narrator moves each sunrise but also for each defeated creature, so also for the troll (which 4 players have to defeat!) the 2 players have been giving a whole day.

Example: In legend 2, "the healing of the king", the heroes not only have the task to heal the king, they also have to destroy a skral's tower. When the heroes find the witch those two storylines connect for the first time. Because she knows where to find the magical herbs and she is the one who allows them to receive the magic potion and the rune-stones to be able to defeat the skral's tower.

7. Happy "N"ding

When you have finished your legend, on the legend card "N" you have to repeat the legend tasks and ask if these are accomplished. On card "A" you should also notice on which letters of the legend track star tokens have to be put in the beginning of the game, to remind the players when new legend cards will be triggered.

I wish you a lot of fun with the developing of your own legends and I would be glad if I could have helped you by writing down these suggestions.

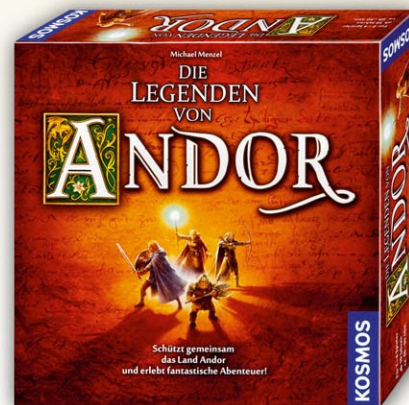
Kind regards
Michael Menzel

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Legends of Andor is a cooperative adventure board game for two to four players in which a band of heroes must work together to repel invading hordes. To secure Andor's borders, the heroes will embark on dangerous quests in one of five unique scenarios (as well as a final scenario created by the players themselves). But as the clever game system keeps monsters on the march toward the castle, the players must balance their priorities carefully. Will their heroes roam the land completing quests in the name of glory, or devote themselves to the defense of the realm?



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