

LEGENDS OF ANDOR

Solo Variant for Legend 3

This variant turns Legend 3, “Darkness Descends,” into a single-player adventure.

When playing this variant, all of the Legend 3 rules and instructions apply as normal with the following exceptions:

Setup Changes

- Place your hero in space **0** (Rietburg Castle). You start with **2 strength points**, **5 gold** and **7 willpower points**.
- Place **1 farmer each** in spaces **24**, **28** and **49**.
- Place **1 farmer token with the shield side faceup** near the 3 golden shields (for 2 players) on the game board.
- Place **3 monster tiles** facedown in space **71** (the mine) and place the **Shield Dwarves** on top of them.
- Place **Prince Thorald** in space **72** (the tavern).
- Place the **tower** in space **G** of the legend track.
- Replace the golden event cards with the silver event cards.

Rule Changes

- You may use spaces 8, 9, and 10 on the time track without losing willpower points.
- You need to fulfill only 1 fate card to reveal the Dark Magic card.
- Prince Thorald and the Shield Dwarves are available for the entire legend and are not returned to the game box. However, when you move the Shield Dwarves out of space 71, you must immediately reveal and resolve the monster tiles in that space, beginning with the top tile.



For all game effects that depend on the number of players, such as when determining the strength of the adversary on the Dark Magic card, use the effect that is given for 2 players.

When the legend figure reaches space **G** on the legend track, place the tower in space **17**. A hero on the tower adds 2 to his battle value during battle, even when using a bow to fight a monster in an adjacent space.

Allies

Prince Thorald and the Shield Dwarves can reveal and resolve tokens as heroes do, but they cannot collect or use items or gold.

For example, if Prince Thorald ends his move action in a space with a fog token, he reveals and resolves that token. If the token depicts an event card, draw and resolve a silver event card. If “+1 strength point” is depicted, your hero gains 1 strength point. If a wineskin is depicted, place 1 wineskin token in Prince Thorald’s space; he cannot collect or use the wineskin, but it remains in that space.

Allies cannot carry farmer tokens.

The Falcon

A hero can use the falcon once per day to collect 1 **small** item or gold token from any space. This includes rune stones or medicinal herbs, even if the token is facedown. The falcon cannot reveal or resolve fog tokens, and it cannot carry farmer tokens.