



<p>N.</p> <div style="background-color: #e6f2ff; padding: 10px; border-radius: 10px; margin-bottom: 10px;"> <p>The legend came to a good end if... ...the three sisters were defeated.</p> <p><i>Now the shield dwarves could finally live in peace again, and the heroes could retire (or could they?)</i></p> </div> <div style="background-color: #ff9999; padding: 10px; border-radius: 10px;"> <p>...the three sisters were not defeated. The legend did not end well if...</p> </div>	<p>A1. <i>This legend consists of: A1, A2, A3, A4, N, and the "Reka" legend cards.</i></p> <p>This legend is played on the back of the (base game) board. Follow the instructions on the checklist. Then prepare the following additional material: the witch, the "N" tile, one star token, two red X tokens, the figures "the three sisters."</p> <p>Face down and mixed: 11 silver event cards (they replace the golden event cards), 10 event cards "Secret Lake", 8 boulders, 11 gems, 3 medicinal herbs, 6 rune stones.</p> <p>Out of the 15 creature tiles, remove the three tiles that trigger creature movements and mix the others face down.</p> <p style="text-align: right;"><i>Read legend card A2 now</i></p>	<p>A2.</p> <p>Further preparations:</p> <p>Place the "N" tile with the green side facing up on the letter "N" of the legend track.</p> <p>Place a gemstone on each space with a diamond symbol.</p> <p>Roll a red (10) and a hero dice (1) to place 5 of the 6 rune stones, and 2 healing herbs.</p> <p>Put 1 helmet, 1 shield, 1 bow and 1 witch's brew on the armoury (space 27).</p> <p>Put 4 boulders face up on space 68.</p> <p>Take five creature tiles and execute them immediately. Roll 5 hero dice to place 5 more creature tiles on the legend track. The tiles are only revealed when the narrator reaches the respective letter.</p> <p style="text-align: right;"><i>Read legend card A3 now</i></p>	<p>A3.</p> <p>Important: There must never be more than 2 tiles on one letter space. If that should happen, just roll the dice again.</p> <p>Place the event cards "Secret Lake" next to the Secret Lake.</p> <p>Place a troll on the Treasury (space 6) and add 5 gold. If the heroes defeat the troll, they receive the gold in addition to the usual reward.</p> <p>Put your heroes on the forest path (space 70).</p> <p><i>Riots in the mines prompted the heroes to check on the situation there. And Reka also wanted to help the heroes.</i> The witch must be found. She's hiding under one of the fog tiles. As soon as a hero activates the fog tile showing the witch, reveal and read legend card "Reka 1".</p> <p style="text-align: right;"><i>Read legend card A4 now</i></p>
<p style="text-align: center;">Die Drei Schwestern</p> <p style="text-align: center;">The Three Sisters</p> <p style="text-align: center;">by Toren Baer</p> <p style="text-align: center;">Fan-Legenden-Wettbewerb 2017</p> <p>To adjust the difficulty of this Legend, simply put the Strength Point marker one space to the left (easier) or to the right (harder) when setting the strength points for the three sisters.</p>	<p>A4.</p> <p>Important: in this legend, a hero whose will points drop to 0 is removed from the game board. This hero is no longer in the game. His gems, his gold and his equipment are deposited on the space where he last stood.</p> <p>Each hero starts with 2 strength points. The group receives 2 strength points and 5 gold.</p> <p>The hero with the second lowest rank begins.</p>	<p>Reka 1.</p> <p><i>Reka told the heroes of three sisters who used dark magic to drive creatures into the mine and harass the shield dwarves.</i></p> <p>Place one of the sisters on each of the spaces 10, 20 and 30. They do not move at sunrise. The sisters have the following strengths:</p> <p>for 2 players: 6/10/14 for 3 players: 10/14/20 for 4 players: 14/20/30</p> <p>The first value stands for the first sister to be face in battle; the second value for the second sister, and the third value for the last: so not necessarily for spaces 10/20/30 in that order.</p> <p style="text-align: right;"><i>Read legend card "Reka 2" now</i></p>	<p>Reka 2.</p> <p>The sisters each have 10 will points and roll two black dice; equal values are added; if the will points fall below 7, they only have 1 die left.</p> <p>Roll a red die and place a star on the corresponding space of the time track. Whenever a time stone moves through or onto this space, a burst of fire is executed (if there is a time stone on the space now, nothing happens).</p> <p>Once a sister has been defeated, the burst symbol on the space she was standing on is covered with a red X. No more bursts will occur from there. The sister is removed from the board; there is no reward and the Narrator does not advance.</p>