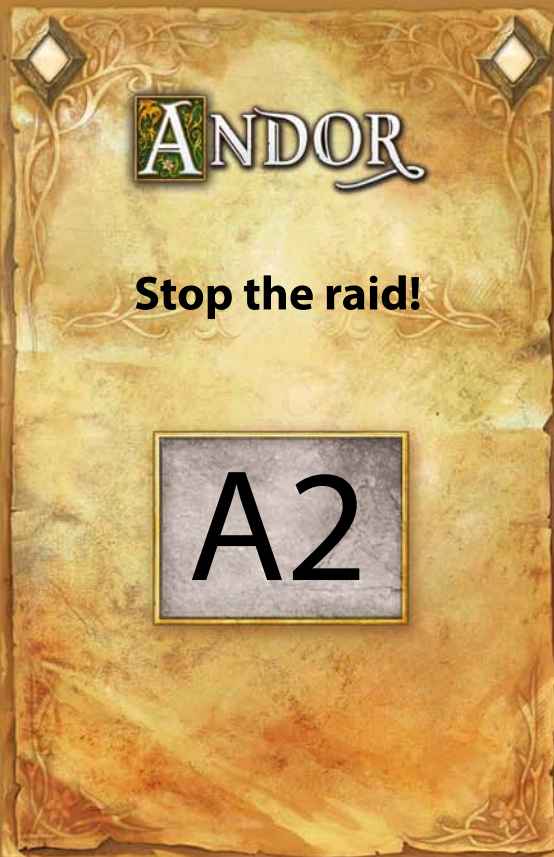


- \* This legend is played on the back side of the board.
- \* Follow the 'Checklist' first. Place gem stones too.
- \* Put away following creature cards:
  - gor 21 & troll 23
  - gor 12 & gor 15
  - gor 50 & wardrak 51
  - healing plant 61
  - gor between 16 and 36 moves...
  - troll at highest number between 1 and 50...
  - skral at lowest number between 16 and 36...
- \* Put the remaining eight creature cards one on each letter between B and I.
- \* Put gors on fields: 44, 50, 56, 59, 70. Put troll on 25.
- \* Put peasants on fields 6, 43 and 65.
- \* Put both rubble pieces with value 8 on field 0.
- \* Place two bows, two waterskins and six gold on 27 and one hidden rubble on 68. (This rubble stone is removed from the game once 'defeated').
- \* Use one red (10) and one hero dice (1) to decide where 2 parchments, 3 plants and 3 rune stones (1 color each) will be placed. The same applies to rubble stones while all have to be in the cave.
- \* Heroes begin with 1 gold, 3 strenght and 7 willpower each.
- \* Each hero rolls a dice to decide where to start:
  - 1, 2 or 3 = start at 45; 4, 5 or 6 = start at 60.

**Continue reading on A2.**

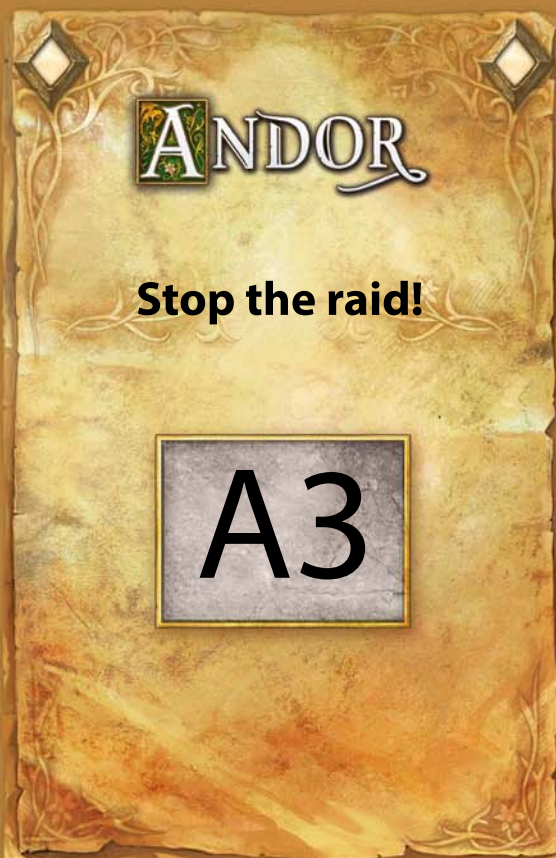


## RULES

- \* If a creature steps on a field with a peasant, the peasant is removed from the game immediately. The same applies if a peasant is brought by the hero and a fight is not engaged.
- \* A peasant can help in a fight, adding 1 strenght. If the fight is lost, peasant is removed. A day when a peasant fights has only 8 hours.
- \* The 'Fire' card from Legend 4 applies here too. It will kill a peasant instantly if hit.
- \* It is not necessary to kill a creature. After defeating it, the hero can push the creature back into the cave by rolling one black and one hero dice and subtracting the values. The creature is pushed back towards field 0 (shortest route), where multiple creatures can be gathered. They will still move at the sunrise. The narrator does not advance after such battle.
- \* All creatures move at sunrise towards the Tree of Songs following the shortest possible route. (63)
- \* There can be more than one creature on one field.
- \* A peasant can be brought to the Tree of Songs. Once done, he can not leave anymore. If a bow is brought, every peasant with a bow will help in a fight (+1 each) if it takes place on field 44, 46, 54, 55 or 62.
- \* The heroes are not allowed to use black dice.

**Continue reading on A3.**

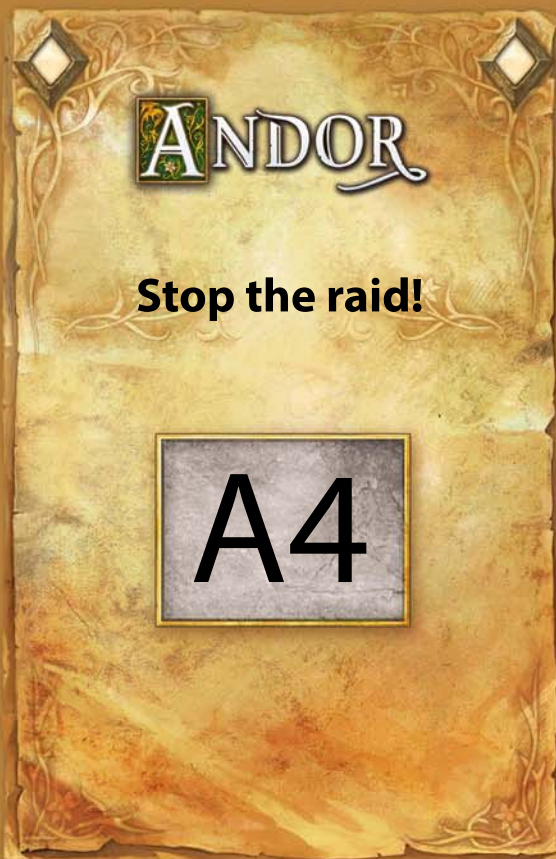




\* If the witch is brought to the Tree of Songs, peasants with bows will start a fight automatically every time a creature tries to step on 63. A hero does not need to be involved. Such fight is decided in a single round. The total strength of the peasants is calculated as 1 for each plus the highest value of as many dice rolls as many peasants are fighting. If such fight is won, remove the creature and advance the narrator. If such fight is lost, the creature reaches the Tree of Songs and the legend ends. (If a hero is engaged in a battle, standard rules apply.)

**The goal of the legend is to protect the Tree of Songs and stop the raid of the creatures by barricading the cave.**

**Continue reading on A4**



- \* The cave is barricaded by placing rubble stones on 69 (no creature can be there at that point of time).
- \* Total value of rubble stones needed to barricade the cave has to be higher than the value all the creatures trapped inside the cave (gor 2, skral 3, wardrak 4, troll 5). Example: trapping 2 gors and 1 skral ( $2 \times 2 + 3 = 7$ ) would require at least 8 rubble. If no creatures are in the cave, any rubble stone is enough.
- \* A hero can carry multiple rubble stones as long as their total value is not higher than his willpower. If his willpower drops, one or more stones need to be dropped at the current field.
- \* A rubble stone on a field does not slow down the creatures. The hero needs to spend an additional hour for every stone of rubble to step on a barricaded field. Example: if there are two stones (two pieces) on a field, it costs 1 normal hour + 2 additional hours to advance to this field.





\* The witch appears but instead of a poiton, she offers you an advice in exchange for one gem stone or four coins. (The potion can be still bought for three coins.) If the given advice is not the last one, she mentions she could have some more for you.

\* If you decide to take the advice, roll the dice to read the advice:

1 or 2: The witch says you will be able to freeze one-creature for one day if you have a parchment and a blue rune stone and sacrifice 2 willpower points. The frozen creature will be marked by a star and will not move the next morning.

3 or 4: The witch says having a parchment and a green rune stone will grant you two willpower points every morning. It will be three if you are in the forest in the morning.

5 or 6: The witch says having a parchment and a yellow rune stone will allow you to move two fields more in the cave.



\* The legend is won if no creature reached the Tree of Songs and the cave is barricaded without leaving any peasant or hero inside.