

# LEGENDS OF

1st fan legend by the tavern community

## *Tavern turmoil*

*A long time ago Erloth used the scraps of his trashed barrow to build a stall. He sold mead and wine there and after some time it developed into a little hut - The "Drunken Troll Tavern". Merchants, voyagers and heroes frequented it freely and Gilda, Erloth's granddaughter was well known and liked.*

*Many a time creatures ranged Andor but neither had they attacked it nor would anybody believe this the case. Until that fateful morning, as a farmer approached the heroes and gasped:*

*"Come quickly! The Drunken Troll ravages the tavern!"*

This legend was designed by the users of the official Andor forum from Mai to September 2014. Thanks go to all the Fans, who contributed ideas and opinions.

The cards "A3 - The task of the heroes" were designed by Antigor ("Curative waters"), Doro ("The fog Gor"), Ent ("Gilda's herb" and "Truffel potion"), Gecko ("Journey of the past"), Lucy-von-Andor ("The healing potion") and Mjöltnir ("The spell").

The final enemies of the cards "Dark intentions" were designed by Antigor ("The Black Heralds"), Doro ("Irlök"), Ent ("Merrik"), Lucy-von-Andor ("Skrabak"), MarkusW ("Ken Dorr"), Matze ("The dragon Korat"), Mjöltnir ("Varkur"), Proxima55 ("The Krahder") and Thor ("The Skral trio").

Ideas on the cards "When Trolls think..." were designed by Doro, Ent, Ithildin, Lucy-von-Andor, MarkusW and Mjöltnir.

A very special thanks goes to LenzeLord who has made his idea of the card "A3 - The task of the heroes" to progress of story of this legend available. Without this idea Gilda would have a friend less.

Another thanks goes to Horus68. What would Andor be without heroes, and what would this legend be without "The Tavern Heroes"?!

A big thanks not least of all to all friends and families who have helped with countless test plays and an critical eye towards the success of this project.

And last but not least another very special thanks goes to Tassilo who translated this to english.






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Legend instructions 1

This legend takes place on the **front side** of the game board. The expansions "**The Star Shield**" and "**New Heroes**" are necessary.

Prepare all cards of this legend.

- There are 7 copies of card "A3" of which **only one** random copy is part of the legend card talon. Draw one random copy of card "A3" and sort the legend cards as usual from "A1" on top to "N" on the back.
- There are 9 copies of the card "*Dark intentions*" of which **only one** random copy is readied blind besides the game board.
- The other copies of the cards "A3" and "*Dark intentions*" are removed from play. Further plays of this legend may sport them.
- Shuffle **all** cards "*When Trolls think...*" and place the talon besides the game board.

Place all other legend cards also besides the game board.

**Note:** The cards "*Back in the tavern 1 resp. 2*", "*Gilda remembers 1-4*", "*The first mead*" and "*The dressing down*" are part of **every** play of this legend. Of all the other cards only some are used in this play. You are being told, when to read what card during play.

Remove the **golden event cards 21 and 30** from play.


**Continue reading on legend card "Legend instructions 2".**



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Legend instructions 2

**General notes on the play and rules:**

- Barring other card texts the rules for **5 and 6 heroes** are taken from the expansion "New Heroes". Rules on cards for 5 and 6 heroes are valid for these number of heroes.
- The "New Heroes" variants "*The Black Herald*" and "*The Drunken Troll*" can not be used in this legend.
- Rules on event cards, moving a creature **never** move a final enemy. If an event card instructs you to move a creature and a legend card instructs you to not move a creature, do **not** move it. The legend card takes precedence in this case and the event card is subordinate.
- The torch and the horned falcon (Gifts of the Andori) may not be used against the final enemy.
- If you want to lower the difficulty of the legend, use one of the two *mini fan expansions* "*The Tavern Heroes*". Place the respective card beside the game board. When the narrator reaches the resp. letter on the legend track, the corresponding tavern hero is activated. In case of more than one card at the letter the mini expansion is always last.





LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

A 1

These cards are part of every play:  
A1, A2, 1 x A3, D, H1, H2, N,  
"Back in the tavern 1 & 2", "Gilda remembers 1 - 4", "The  
first mead", "The dressing down", 1 x "Dark intentions",  
16 cards "When Trolls think..."

First, read the two cards "**Legend instructions 1 & 2**". Then follow the steps on the "Checklist" card. Set the materials of the base game and the expansions "New Heroes" and "Star Shield" next to the game board.

Place 1 **Gor** each in space **17 and 20** and place 1 **Skrall** in space **33**. Place 1 star token each in spaces **D, H and N**.

Each hero starts with 2 strength points. The **party receives 3 gold**, and **2 strength points**.

*Andor was experiencing a warm spring and few creatures dared entering the Rietland. The heroes guarded it well, having mastered numerous threats. But the rising sun shone upon a breathless farmer: "Come quickly! The Drunken Troll ravages the tavern!"*

*It was not for the first time the heroes met the Drunken Troll. He was dumb but amicable and wellknown to the Andori. From time to time an unlucky trader lost his quiet and a barrel of mead to him. Most of the time, however, he tottered about with big barrels of mead under his arms.*

*"Gilda received fresh mead today. That must have intrigued the Troll."*

*Unhesitating the heroes hastened to the tavern.*

**Continue reading on legend card A2.** →



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

A 2

Place all **heroes in space 72**.

*On reaching the tavern, the heroes saw the door ajar and broken. Tables, benches all thrown around. The Troll was nowhere to be seen, presumably rushed off to the woods with the looted barrels. And resting intoxicated in a tree's shade.*

Place the Drunken Troll in space **25**, laying down. He stays there even if an event card is drawn. The heroes can **not** enter this space, as long as the Troll is there. Creatures ignore the Drunken Troll.

*A small sigh came from a corner.*

*"Gilda?!", they called and beneath remnants of a table, there she was. The Troll must have pushed her aside to grab the mead.*

*Gilda's head sported a big bruise and confused she looked at the heroes. "Who are you? And what a strange place is this? What a mess?!"*

*"This is your tavern, Gilda, the Drunken Troll stole your fresh mead", the heroes told her. But apparantly she did not recalled anyone. She could not even remember her own name. How could the heroes help her?*

**Continue reading on legend card A3.** →





LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

A 3

The task of the heroes

After long and hard brooding, one of the heroes recounted something: "There is a deep well dug in the Abandoned Tower. The water is rumored to be restorative. But an ancient Gor is guarding the entrance. Only he knows where the entrance key is hidden. But for a few days now he is vanished. Sometimes he attacked denizens of the Watchful Forest. Sure that might be just a tale and nobody knows where he dwells. Nobody has tasted the restorative waters since that fateful night. After the creatures stormed the tower and closed the iron gate. But it might cure Gilda."

"Let's go! Let's find the ancient Gor!", another hero called.

Place **one wineskin** in space **83**, the Abandoned Tower, and mark it. Just the **key** allows entrance to the Abandoned Tower. Place a star token on space 52. If a hero reaches this space, read the legend card "The ancient Gor".

---

**Objective** (The task of the heroes) **"Curative waters"**:  
The heroes must find the key and move **the wineskin** from **space 83** to the tavern before the narrator reaches space "D" of the legend track.  
After the wineskin reaches space 72 read the legend card "Back in the tavern 1".

---

The heroes must defend the Rietburg Castle.

---

The hero with the lowest rank takes the first turn.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

A 3

The task of the heroes

"Reka told me some of her secret mixtures when she was tipsy.", one of the heroes recalls. "Including the recipe for 'repententia poculum', a potion to regain one's memory. As far as I remember, what is needed is a medicinal herb, water from the river Narne, and a drop of fresh Gor blood, of a fog Gor." A fog Gor would be very reluctant to accompany the heroes to the tavern. But the lure of gold should do the trick.

Place **anyone medicinal herb** on space **37** and **one wineskin** on space **63**. Determine the position of one gold with a red and a hero dice. Repeat twice. The red die tells the first and the hero die the second digit.

---

**Objective** (The task of the heroes) **"The fog Gor"**:  
Find a Gor in the fog.

Get the medicinal herb (from space 37) and the wineskin (from space 63). Deliver both items **and** the Gor to the tavern before the narrator reaches space "D" of the legend track. After the items and the fog Gor reach space 72 read the legend card "Back in the tavern 1".  
Remove both **items** from play. The Gor stays and moves after the next sunrise as a regular Gor.

---

The heroes must defend the Rietburg Castle.

---

The hero with the lowest rank takes the first turn.

Continue reading on legend card "The fog Gor". ➔






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The task of the heroes

*"Routine might restore the spirit.", one of the heroes remarked.  
"We just tell her what she did today. That might jog her memory."*

*The heroes were looking for clues to implement that idea. Gilda always had an aide-mémoire for the day, they knew. Shortly after they found the list and an empty basket with an additional memo of her's.*

*While picking berries at sunrise I saw a medicinal herb at the wayside. I havn't seen this herb since my childhood. I'll pluck it, when time allows.*

*"She did not had the time to gather this herb, maybe it will help her getting her memory back.", one of the heroes hoped.  
"We just have to find it." The heroes went along, following Gilda's notes.*

---

**Objective** (The task of the heroes) **"Gildas herb"**:  
The heroes must find the medicinal herb and deliver it to the tavern before the narrator reaches space "D" of the legend track. After the medicinal herb reaches space 72 read the legend card "Back in the tavern 1".

---


**Continue reading on legend card "Gilda's agenda".** ➔



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The task of the heroes

*The heroes sat Gilda up and were looking for something to staunch the blood. Hence under one of the cupboards they discovered a book 'Reka's prodigious potions'. But it was battered, with missing pages, partly or altogether.  
'Truffel surprise - Jogs your memory' one list of ingredients was headlined. The list was complete, but exactly the page with the preparation instructions were missing.  
"We need to find the missing page to concoct the potion.", one hero remarked.*

Place a **mushroom** on space 47 and add a **Gor**. Defeat the Gor. Only then the mushroom may be harvested. The mushroom moves with the Gor at sunrise. According to the number of heroes, place hidden parchments on the following spaces: **2 heroes: 21, 32 and 53; 3 heroes: additionally space 37; 4 (5 & 6) heroes: additionally space 71.**

---

**Objective** (The task of the heroes) **"Truffel potion"**:  
The heroes must harvest the mushroom, find the parchment with the **highest** value, and deliver them to the tavern before the narrator reaches space "D" of the legend track. After both items reach space 72 read the legend card "Back in the tavern 1". Remove all parchments and the mushroom from play. The falcon is **not** able to carry the parchment nor the mushroom.

---

The heroes must defend the Rietburg Castle.

---

The hero with the highest rank takes the first turn.






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The task of the heroes

*To cure Gilda the heroes decided to bring her to familiar scenes throughout Andor and defeat a creature on the way.*

Place a female farmer token (Gilda) on space **72**. Place a star token on these places:

- the origin of the king    • the southernmost farm
- the dwarf dwelling    • the northern entrance to the mine
- the merging of sea and wood    • the most important tree in the forest.

---

**Objective** (The task of the heroes) **"Journey of the past"**:  
Bring to Gilda to as much star marked locations as there are heroes in play. Accompanied by a hero Gilda is safe from all creatures on the same space. Apart from that all other rules concerning farmer tokens are still in force. Gilda is **not** affected by the event card "Sick farmer".

Defeat at least one creature **with Gilda present on the space**.

Return Gilda to the tavern before the narrator reaches space "D" of the legend track. After Gilda reaches space 72 read the legend card "Back in the tavern 1". Remove the farmer token from play afterwards.

The heroes must defend the Rietburg Castle.

---


The hero with the lowest rank takes the first turn.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The task of the heroes

*Reka the witch once talked about a special, magic herb growing at the well in the Watchful Forest, one of the heroes recalled. Steeping this herb in the water of the well gives a potion to restore memories. But it must be plucked very carefully. The heroes decided to obtain herb and well water to aid Gilda. While not disregarding their surroundings.*

Place one **medicinal herb** (any value) and one **wineskin** on space **55**.

---

**Objective** (The task of the heroes) **"The healing potion"**:  
The heroes must obtain the medicinal herb and the wineskin and deliver them to the tavern before the narrator reaches space "D" of the legend track. You may **not** use the falcon to transport them.  
After a hero collects the medicinal herb and the wineskin read the legend card "At the well". Turn the well on the off-side, however the hero does **not** receive the willpower points.

The heroes must defend the Rietburg Castle.

---

The hero with the second highest rank takes the first turn.






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The task of the heroes

*"Some weeks ago Varkur stole many scrolls from the dark archives. And we were able to help the keepers to get them back." one hero remarked. "But one of the spells was missing mentioned the keepers. It's useful for manipulating the brain, restoring memories or deleting them. The keepers suspected that the dwarves found and kept the spell. May they will sell us the spell, for a price of course."*

---

Place a **gemstone token** each (of any value) on the spaces **5, 26, 40, 52 and 66** and **1 parchment** (of any value) on space **71**.

---

**Objective** (The task of the heroes) **"The spell"**:  
The heroes must deliver the parchment to the tavern before the narrator reaches space "D" of the legend track.  
After the parchment reaches space 72 read the legend card "Back in the tavern 1".

You need to bring 3 gems with 2 heroes, 4 gems with 3 heroes, and 5 gems with 4 (5 & 6) heroes to the mine (space 71). As soon as the needed number of gems is brought to space 71, the heroes receive the parchment with the spell. Remove all gems from play.  
The falcon is **not** able to carry the parchment.

---

The heroes must defend the Rietburg Castle.

---


The hero with the lowest rank takes the first turn.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The party loses the legend if the objective (The task of the heroes) is **not** reached by now.  
If the objective is now reached, read on.

*The heroes were still troubled for Gilda and tried everything they can to help her. But, they also had to defend the Rietburg Castle and the citizens of Andor. The creatures detected that the heroes were distracted by the events in the tavern. More and more appeared...*

Place a **Gor** each on the spaces **34 and 53**; a **Skrall** each on spaces **32, 37 and 42**; and a **Troll** each on space **45 and 63**.

Determine the position of 5 of the 6 rune stones with a red (10 digit) and a hero dice (1 digit). Repeat for one medicinal herb.

**Important:**  
Place no rune stone nor the medicinal herb on space 25 as long as the Drunken Troll is present. Just determine a new space if space 25 is not available.





LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

H1

The party loses the legend if the alpha wolf is **not** tamed by now.  
Read on if the alpha wolf is tamed (Irrespective of the alpha wolf being already at the tavern).

*The heroes tamed the wolf and the Drunken Troll carrened away with his barrels of mead. "I still can not believe, the Troll just being playful and wrecking the tavern.", one of the heroes remarked. "Gilda brews new mead every week and was not once attacked by him. I smell a rat. We should find and have a serious word with him."*

---

**Objective:**  
One hero must hook up with the Drunken Troll. If a hero ends his turn on the same space with the Troll, reveal the legend card "The dressing down".

---

**Important:**  
A hero may only enter a space with the Drunken Troll present, if the digit sum of the space number is lower than his current strength points.

***Example:** The Drunken Troll is on space 29. The hero needs at least 11 strength points to enter this space.*

**Continue reading on legend card H2.** ➔



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

H2

A hero on the space with the Drunken Troll missing the required strength points is relocated to the adjacent space with the lowest number.  
Likewise if the Drunken Troll moves on a space with a hero.

If the hero has enough strength points to reach or stay on the space with the Drunken Troll and is still awake read the legend card "The dressing down".

Each hero involved is checked separately. Do not add up the strength points of the heroes.  
Relocate heroes missing the needed strength points. If several heroes qualify, only the hero with the highest rank interacts with the Drunken Troll, see legend cards "The dressing down" and "When Trolls think...".

**Important:**  
A present fog token is revealed and resolved at the very last.





LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil

N

*The legend is **won** if...*

- ...the task of the heroes was achieved, and...
- ...the tavern is repaired, and...
- ...the Drunken Troll is at the tavern (space 72), and...
- ...the final enemy from "Dark intentions" is defeated, and...
- ...the castle was defended.

A loud clash woke Gilda. Looking up, she saw the heroes strolling merrily towards the bar.

"What's up, Gilda? You look tousled. Did you fell asleep?" the heroes called.


Confused Gilda looked around. The Drunken Troll was leaning against the window, snoring soundly.

"Sure", she answered thoughtfully. "Sure, I must have been asleep. And I was dreaming strange things..."

LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**The ancient Gor**

*The legend is **lost** if...*

- ...the task of the heroes was not achieved, or...
- ...the tavern is not repaired, or...
- ...the Drunken Troll is not at the tavern (space 72), or...
- ...the final enemy from "Dark intentions" is not defeated, or...
- ...the castle was not defended.

The heroes perched crestfallen in front of the smoking ruins of the tavern. All their attempts had been in vain.


The Drunken Troll was miserable, too and battered by the events of the past days. Where would he get his mead from now one?



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**The ancient Gor**

*Behind three beeches, in a hole in the ground there lived a Gor. Lichen on his back, his skin was roughly scaled. Glimpsing the heroes, eyes flashing and fierce he rushed them.*

Place a **Gor** on space **52** and mark him with a star token. This Gor does **not** move at sunrise. Place 5 hidden light tokens with him. Defeat the Gor to reveal the light tokens. The Gor has as many strength points as all the heroes who attack him added up. Willpower points and dice as a regular Gor.

Reveal the light tokens after defeating the Gor. Sum up the numbers to get the space number where the key is hidden. Place the key on the corresponding space. Getting the key there, it enables the carrying hero to reach the Abandoned Tower on space 83 from space 65. He then may collect the wineskin with the restorative water.

The heroes get **no reward** for defeating the Gor and the narrator is **not** moved forward. Tip the Gor and remove the star token. At the next sunrise put him up again and move him like any other Gor thereafter.






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The fog Gor

*Fog Gors are small but cunning creatures which are motivated by gold. Promise them enough and they will fancy you.*

Mark the next Gor found in the fog with a star token. At sunrise this Gor will **not** move.  
Bring him as much gold as there are heroes in play and he will follow you willingly.  
A hero now may carry along this Gor. Moving one space with the Gor takes **2 hours** on the day track. The Gor can only be lead by a hero, he **never moves alone**.

As long as the fog Gor is lead by a hero, it ignores other creatures. Creatures moving on the space with the fog Gor jump over it.  
The fog Gor may **not** enter the Rietburg Castle.


**Notice:** Remove the gold promised to the fog Gor from play.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Gilda's agenda

*Find the right list of notes*

Roll a hero's die and add 40. Place a hidden parchment token on this space. Add a Gor. Defeat the Gor to reveal the parchment token. This Gor does **not** move at sunrise. Collect the usual reward and move the narrator.

*Collect magical lights*

Add the value of the parchment to the number of the space. Place a hidden light token on this space. If a hero enters this space, reveal the token and subtract the value from the current space's number. Place a new hidden light token on the new space. If the result is 25, use space 26 instead.  
The heroes have to collect light tokens until the sum of their values exceeds, with **2 heroes 20**, with **3 heroes 30**, with **4 (5 & 6) heroes 40**. Sum up the values of the collected light tokens and of the parchment to get the space number where the medicinal herb is hidden. One of the heroes may collect it there.

*Support the defenders of the Rietburg*

---

**Objective:**  
The heroes must defend the Rietburg Castle.

---

The hero with the highest rank takes the first turn.






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



At the well

*Hearing a rustle, the hero looked about cautiously. That was why Reka told them to be carefully while plucking the herb. The brushwood was roamed by 2 Gors... The chances were low to get over the ropebridge for a fast run to the tavern without encountering these Gors. Did they fancy this herb also?*

Place 1 **Gor** each on the spaces **48 and 51** and mark them with a star token. The Gors move according to the rules on sunrise.

**Important:**  
If the hero carrying the medicinal herb and/or the wineskin enters a space containing one of the marked Gors he must stop and defeat it in his next move in just **one** combat round. He may be supported by other heroes. The legend is immediately lost if the Gor is not defeated in the **first** round of combat.


After the medicinal herb and the wineskin reach space 72 read the legend card "Back in the tavern 1" and remove the star token from the two Gors. Remove the medicinal herb and the wineskin from play afterwards.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Back in the tavern 1  
Reveal and read this legend card as soon as the hero's task was achieved.

*Night was falling as the heroes returned confidently to the tavern. But Gilda still looked confused. While reflecting how to help Gilda, wolves began to howl and growl near by. They plainly had found the Drunken Troll lying wasted in the southern forest. Gilda was looking in the direction of the howls and one of the heroes recalled: "Some days ago I saw her with a big, dark wolf. He was very familiar with her, almost like friends. If we could tame it and bring it to her, may be she remembers."*

Remove all gold and other items, placed on the board by the task of the heroes.

Place the **alpha wolf** on space **24** and the others on space **26 and 31**. Place the **wolf symbol** on space **"F"** of the legend track. On reaching space **"F"** with the narrator the wolf on the space with the **highest** number is removed from play. Place the wolf symbol on space **"G"** of the legend track. On reaching space **"G"** with the narrator the next wolf on the space with the highest number is removed from play. If the alpha wolf is removed, the legend is instantly lost.

**Continue reading on legend card "Back in the tavern 2".** →






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Back in the tavern 2  
Reveal and read this legend card after the legend card "Back to the tavern 1"

**Objective:**  
The heroes must tame the alpha wolf and bring it to Gilda. The alpha wolf will **only follow the Friend of the Wolves**. This takes **no** extra hours on the day track. Read the legend card "Gilda remembers 1" when the alpha wolf reaches the tavern.

As long as the alpha wolf is not brought to the tavern, the wolves will **not** support the heroes in combat.

Tame the alpha wolf according to the normal rules. The hero who tamed the alpha wolf gets the wolf symbol on his board and marks the strength of the wolves for the rest of the game. **After** the alpha wolf reaches the tavern, the **Friend of Wolves** may move the wolves **4 spaces** for every hour on the day track. **Other heroes** may move the wolves **2 spaces** for every hour on the day track.


As soon as **the alpha wolf is tamed** the Drunken Troll begins to stumble. Erect the Troll and place a star token on the event card talon. If you draw an event card check also the number on it. Place the Troll on the space with that number. The Drunken Troll ignores heroes and wolves. The Troll occupies a space. Creatures on that space or moving onto that space move according to the basic rules one space in the direction of the arrow.



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Gilda remembers 1  
Reveal and read this legend card as soon as the alpha wolf reaches the tavern (space 72).

*The wolf nosed Gilda and licked her hand. Her gaze lighted up and she began to pet the animal. Amazed the heroes discovered Gilda's familiarity with the wolf, far more than they knew so far.*

*"Many years ago, him being a pup", began Gilda's tale, "I found him trapped. I broke him free and cared for his wounds. Since then we are friends and sometimes he comes along."*

*"Gilda, your memory comes back.", one of the heroes remarked.*

*She took a look around and discovered the mess in the tavern. "The Drunken Troll tromped into the tavern", she recalled. "He wanted to have a go at the fresh mead and... and..." She paused. "You are here now, but what has happened since the Troll arrived?"*

*The heroes recounted, how they found her confused and the quest to help her and how finally the wolf restored her memory.*

*"The Drunken Troll many times came around, but he never came in or tried to steal my stock.", Gilda told them.*

*"Strange things are afoot.", mentioned one of the heroes. Gilda shook her head and rose.*

*"Just let us get a grip on this disaster. Lend me a hand repairing the stuff. And somewhere around are two of your presents from the Andori. You left them at your last visit."*

**Continue reading on legend card "Gilda remembers 2".** ➔






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**Gilda remembers 2**  
Reveal and read this legend card after the legend card "Gilda remembers 1"

The active hero rolls a die and reads the corresponding effect:

- 1 The heroes receive the **Andoran flute** and the **horned falcon**.
- 2 The heroes receive the **Andoran flute** and the **torch of Cavern**.
- 3 The heroes receive the **Andoran flute** and the **Hadrian hourglass**.
- 4 The heroes receive the **horned falcon** and the **torch of Cavern**.
- 5 The heroes receive the **horned falcon** and the **Hadrian hourglass**.
- 6 The heroes receive the **torch of Cavern** and the **Hadrian hourglass**.

Place the two gifts of the Andori on space 72. A hero may pick them up there.


**Continue reading on legend card "Gilda remembers 3".** ➔



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**Gilda remembers 3**  
Reveal and read this legend card after the legend card "Gilda remembers 2"

Place **one log (value 2)** on each of the spaces **24** and **31**. Roll a hero die and add 50 to determine the number of a space for another log. Repeat twice.

Pick up a log if your hero is on the same space.

Put the log on the hero board only if it fits to the left of strength point marker on his strength track.

A hero can carry several logs if they all fit to the left of his strength point marker.

Place a **boulder** token for every hero on space **67** (up to 4). Reveal the boulder tokens. A hero can remove a boulder token from space **66**. That counts as a "fight" action.

To do that, his battle value (strength points plus dice value) has to be at least as great as the number on the boulder token.

If he has a battle value equal to the sum of several tokens, they can all be removed at one time.

Each attempt to remove boulders costs the hero 1 hour on the time track.

The hero may carry a removed boulder on an unused small storage space on the hero's board.

Hence he may carry up to 3 boulder tokens. He may pass them to another hero on the same space. He may also place it on the space he is currently on. A hero may pick it up there and carry it on an unused small storage space on the hero's board.

The falcon is unable to carry boulder tokens.

**Continue reading on legend card "Gilda remembers 4".** ➔






LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



Gilda remembers 4

Reveal and read this legend card after the legend card "Gilda remembers 3"

**Objective:**

The heroes must provide enough wood and stone to repair the tavern before the narrator reaches space "N" of the legend track.

Deliver logs with at least the combined value of 8. Deliver a boulder token for every hero, up to 4.

Continue reading on legend card "The First mead" when the required amount of wood and stone has reached the tavern space.


*"And now look sharp, these logs and boulder will not carry themselves!" Gilda seemed to be her old self again, the determined landlady. The heroes got moving.*



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



The first mead

Reveal and read this legend card as soon as the tavern is repaired.

*The tavern was mended. Nothing reminded of the raid of the Drunken Troll and Gilda told everyone that it never looked better since the times of Grandfather Erloth.*

*"My thanks to you.", Gilda said and passe the heroes a tankard. "The first mead's for you and may give you strength."*

The hero on space 72 receives 2 strength points **or** 5 will-power points.

Are more than one hero on space 72, the group decides which hero gets the reward.

*The heroes prepared to depart. "Take some mead along.", Gilda told them.*

The party receives **one wineskin**.

*"And please, do not throw your stuff around. I am occupied as is to keep my own things in order."*

One hero on space 72 receives the **Star Shield**. Rules for the use of the Star Shield you will find on the card "Star Light".

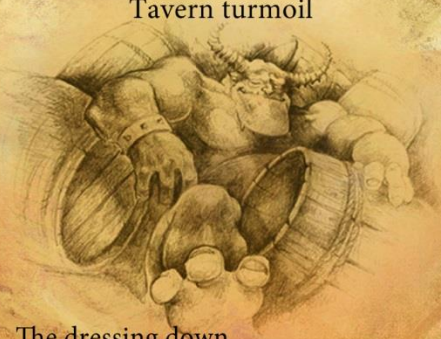




LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**The dressing down**  
Reveal and read this legend card as soon as one hero with enough strength points ends his turn on the space with the Drunken Troll.

The hero reached the Drunken Troll, who stood very precariously.

"What were you thinking, destroying the tavern?!", snubbed a hero with scorn in his eyes.

Glassy-eyed the Troll tried to talk back to the hero. But he managed only a grunt.

"You injured Gilda and if we did not managed to find you, you would have been a feast of wolves. A drunken, arboreal feast at that. Look at you, we should have rather pity the wolves." The Troll grunted again.

"The tavern looks gale-ravaged.", the hero ranted, despite being under the impression, that the Drunken Troll was not quite up to it. "You so far never tried to get your hands on Gilda's mead. What's the matter with you?!"

A moment of silence lingered.

"Or did someone put you up to it?", inquired the hero.

The Troll lifted his head, grunted and came to a conclusion in his tiny mind.

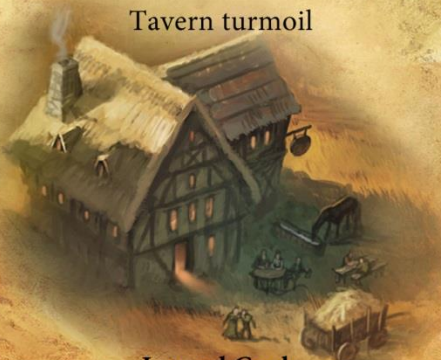
**Reveal the top card "When Trolls think..."**



LEGENDS  
OF  
**ANDOR**

1st fan legend by the tavern community

Tavern turmoil



**Legend Goals**  
Reveal and read this legend card only if asked by another legend card.

Sheepish and guilty frowned the Drunken Troll.

"Cheer up", one of the heroes felt sorry for the Troll. "The tavern is not so badly damaged and Gilda is on her way up. Better go and apologize. May she gives you even a tankard of mead."

The Drunken Troll beamingly set off.

Remove the star token at the event card talon. The Drunken Troll careens no more.

---

**Objective:**  
Bring the Drunken Troll to the tavern before the narrator reaches space "N" of the legend track. A hero can move the troll during his turn **up to 4 spaces for 1 hour** on the time track.

---

**Legend objectives:**  
You win the legend if the narrator reached space "N" of the legend track and...


- ...the task of the heroes was achieved, and...
- ...the tavern is repaired, and...
- ...the Drunken Troll is at the tavern (Space 72), and...
- ...the final enemy from the legend card "Dark intentions" is defeated, and...
- ...the castle was defended.





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"The dragon Korat, Tarok's son, has risen in the mountains.", the Drunken Troll told. "He was looking for a magical runestone, belonging to his father. Korat knew it being kept in the tavern. To save my life I had to get it for him. He went back to the mountains with it. But I reckon he is inclined to attack the castle and take revenge for his father's death. I ran away with some barrels of mead after realizing what I did."*

*"While Korat is moving against the castle, the runestone in his claws will attract all the other ones. This will strengthen him and prevents us from using this old magic against him."*

Place the **dragon** and the left-over runestone on space **69**. Uncover any hidden runestones on the board. Determine with a red (10 digit) and a hero die (1 digit) the position of a medicinal herb.

---

**Objective:**  
Defeat the dragon before he reaches the castle and the narrator reaches space "N" of the legend track.  
If the dragon was defeated move the narrator instantly to space "N" of the legend track.


---

**Continue reading on legend card**  
**"The dragon Korat 1".**



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"Two strange dark figures charged me to get from the tavern three ancient powerful gems. These dark figures claimed they were theirs and were too long in Gilda's family's possession. I will never forget their look, it went to my core. But as I came to the tavern and glimpsed all the fresh mead, I forgot everything around me and went for it. What happened then, I am totally at a loss."*

*Embarrassed the Drunken Troll could not look the heroes in their eyes.*

*"The Black Heralds!", one of the heroes said. "They were always in league with the dark side." These gloomy figures were famous and infamous throughout the people. Now, they encircled the tavern to take the things in their own hands. To get their hands on these gems.*

Place 3 gems on the tavern. Place a **Black Herald** each on spaces **26 and 38**. The information in regard to the number of heroes and the strength points are ignored.

---

**Objective:**  
Defeat the Black Heralds before the narrator reaches space "N" of the legend track.  
If the second Black Herald was defeated move the narrator instantly to space "N" of the legend track.

---

**Continue reading on legend card**  
**"The Black Heralds 1".**








LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"Once upon a time I was chilling on the shores of the Narne", the Drunken Troll began his story. "I had barrels of mead galore and was just having a sip. Suddenly the waters gushed and Irlok, the aquatic monster rose. I was fearing for my life and threw the barrel of mead at him. It tasted him and it asked forcefully for more. Else, I was done for. I had no choice but to steal them from Gilda. But I did not planned to let it end in disaster! I brought the barrels to the small waterfall in the wood and went into hiding."*

*The hero found it's way to the waterfall. But he found only some empty mead barrels. In the distance he saw Irlok, slowly making it's way to the sea. Each of it's tentacles held a barrel of mead.*

Place **"Irlok"**, the **water monster** front side up on the river next to space **56**. Place a **full wineskin** on the spaces **47, 48, and 49**.

---

**Objective:**  
Defeat Irlok before he reaches the sea or the narrator reaches space "N" of the legend track.  
If Irlok was defeated move the narrator instantly to space "N" of the legend track.


---

**Continue reading on legend card**  
**"Irlok 1".** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"Ken Dorr is allied with the Trolls!", whined the Drunken Troll. "He promised them tons of gold and to me mead until I die. My part was just raiding the tavern. Ken Dorr wanted it for a hideout. Right now he is hiding in the south near the river with the Trolls."*

Place **Ken Dorr** on **space 30** and add Trolls there; one Troll with 2 heroes, two with 3 heroes, and 3 with 4 (5 & 6) heroes. You must defeat the Trolls, before you can attack Ken Dorr. Each of this Trolls has the regular amount of strength points according to the creature track.  
Each Troll has 20 willpower points and begins the combat with three red dice. Add up dice showing the same side. The heroes get **no** reward for defeating one of the Trolls accompanying Ken Dorr and the narrator is **not** moved forward.

---

**Objective:**  
Defeat Ken Dorr before the narrator reaches space "N" of the legend track.  
Ken Dorr has **20 willpower points** and **10 strength points** for **every** hero of your group and uses always 1 black dice. He turns it to the opposite site if he gets a bigger number. If Ken Dorr was defeated move the narrator instantly to space "N" of the legend track.

---


**Continue reading on legend card**  
**"Ken Dorr and the Trolls".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"I just was strolling along the border of the mountains as a stranger appeared.", the Drunken Troll began. "He was my size and before I could blink he chained me. Magic chains because the stronger I pulled the tighter they became. The stranger talked in tongues but I could discern that he originated from the other side of the mountains. He was looking for food as his home country experienced a famine. I had to lead him to the tavern and he pushed me through the closed door, breaking it. I fear I injured Gilda then. He chained me to a beam, then he grabbed all provisions. When he was gone, I broke free damaging the tavern."*

*"This stranger must have been a Krahder", remarked a hero. "Have all their slaves escaped, as they have to forage themselves?! We have to stop him, else more and more will come."*

Place the **Krahder** on space 67.

---

**Objective:**  
Defeat the Krahder before he leaves Andor and the narrator reaches space "N" of the legend track.  
When the Krahder is defeated move the narrator instantly to space "N" of the legend track.


---

**Continue reading on legend card**  
**"The Krahder".** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"I was loitering in the sun when Merrik joined me.", remarked the Drunken Troll. "He was very excited and told me he had found a long lost amulet. He even wore it around his neck on a golden chain. He told from a parchment hidden in the tavern, guiding the reader to the magic ruby missing in the amulet. He asked me to help him looking for it. So we went to the tavern. I found the parchment which described the gem hidden at one of the merchants. But I can't really remember where specifically. Then Merrik scowled at me, snatched the parchment from my fingers and vanished right before my eyes, dissolving in thin air. And then I just could not resist all the fresh mead I noticed..."*

*"Ancient legends tell of a ruby amulet, granting its wearer great power. Darkest magic... We have to save Merrik afore he finds the gem and uses the amulet.", one of the heroes remarked.*

---

**Objective:**  
The heroes must find Merrik and remove the amulet's curse before the narrator reaches space "N" of the legend track.  
When Merrik is saved move the narrator instantly to space "N" of the legend track.

---


**Continue reading on legend card**  
**"The gems of the merchants 1".** →





**LEGENDS  
OF  
ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

Ruefully the Drunken Troll recounted: "Skrabak, the leader of the Trolls, was looking for a base. He wanted to liberate Andor and the Rietburg Castle, so all creatures could live happily ever after. He told me, I had to support them. After all I was one of them. And I would get my mead for free. That sounded so enticing..."

The Drunken Troll sniffed. "I just had to destroy the tavern, he sayed to me, he would do the rest. Then he gave me a big barrel of mead. I heard him say, he would accompagny a Wardrak to the tavern and all the other Trolls were on their way. After that, I can't remember anything."

Place **1 Troll** (Skrabak) and **1 Wardrak** together on space **26**. Place a **Troll** each on the spaces **23 and 25** and mark them with a star token. Place a **Troll** each (without marking) on the spaces **45 and 48**.

---

**Objective:**  
Defeat Skrabak and the Wardrak before they reach the tavern or the narrator reaches space "N" of the legend track. If Skrabak was defeated move the narrator instantly to space "N" of the legend track.


---

**Continue reading on legend card**  
"Skrabak 1".



**LEGENDS  
OF  
ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

"Three Skrals put me up to raiding the tavern.", began the Drunken Troll sobbing. "Many years ago Gilda's grandfather was careless while loading a cart. It rolled downhill and injured a Skral, which afterwards was unable to fight and just could limp around the landscape. This story was relayed generation after generation and finally the Skral's fury was peaking, demanding revenge."

"Because of an old limping Skral you raided the tavern?", the heroes asked sceptical.

"They occasionally gave me mead and then they wanted something back or else...", the Troll whined.

"I believe we must act decisivly to defeat them", one of the heroes said, "hence they will warn each other."

Take all Skrals from the board. Place **1 Skral** each on the spaces **17, 21 and 33**.

---

**Objective:**  
Defeat all 3 Skrals during the same day before the narrator reaches space "N" of the legend track. After defeating the last Skral place the narrator on space "N" of the legend track.

---

**Continue reading on legend card**  
"The Skral trio".








LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Dark intentions**  
Reveal and read this legend card if asked by another legend card.

*"Varkur", the Drunken Troll mumbled, "this dark mage promised me more mead than I can imbibe for my help. But he must have ensorcelled me. I never would hurt Gilda otherwise. I believe he wants to divert your attention away from the castle."*

Place Varkur on space **56 with 2 heroes**, on space **70 with 3 heroes**, and on space **84 with 4 (5 & 6) heroes**.  
Place the **parchment** with **value 14** number side up on the time track. Place it on the hour that corresponds with the number of heroes (e.g. 3rd hour with 3 heroes).  
**Every time** a time marker reaches or passed the parchment (forward), Varkur is moved to the space that numbers 14 lower as the space he is on. If Varkur reaches the castle, the legend is instantly lost. You can use **once** a side of the Star Shield to move the parchment to another hour on the time track (apart from the 8th, 9th or 10th hour).

---

**Objective:**  
Defeat Varkur before the narrator reaches space "N" of the legend track.  
Varkur has **20 willpower points** and **10 strength points for every hero** of your group and uses **always 2 black dice**.  
Dice with same numbers are summed up.  
If Varkur was defeated move the narrator instantly to space "N" of the legend track.


---

**Continue reading on legend card**  
„Legend Goals". ➔



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**The dragon Korat 1**  
Reveal and read this legend card if asked by another legend card.

Move the dragon every time you refresh the wells at sunrise. Place the marking ring on the well symbol of the sunrise box to remember that.

The dragon moves together with its runestones to the rune-stone space with the **highest** number. He takes it with him when he moves away.

If there are no more runestones on the board the dragon attacks the castle (space 0) and the legend is instantly lost.

The dragon only moves to runestones lying **on the game-board**. Runestone on a hero's board are ignored.  
If a hero on a space with the dragon drops a runestone the dragon directly picks up the runestone. The dragon moves nevertheless at sunrise.

**Note:**  
The runestones can **not** be used to combat the dragon.

---


**Continue reading on legend card**  
„The dragon Korat 2". ➔





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**The dragon Korat 2**  
Reveal and read this legend card after the legend card "The dragon Korat 1".

The dragon is not hindered by wolves, heroes, items, or rubble on his space or while flying.  
If Korat lands on a space containing a creature, this creature moves one space along the arrows according to the rules.

A space containing the dragon is considered occupied according to the moving rules and creatures entering the space leapfrog accordingly.

Combat against the dragon is also resolved normally taking one hour for every hero participating per round.  
Reveal instantly, prior to any rolling of hero's dice, the card "Dragon combat".


The dragon has **10 strength points** for every hero of your group.

**Continue reading on legend card „Legend Goals“.** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil





**Dragon combat**  
Reveal and read this legend card as soon as the heroes begin the combat against the dragon, prior to any rolling of hero's dice.

*The hero's foreboding came true. The magic was strong in the runestone Korat got from the Drunken Troll. Possessed by the dragon, it gathered all other runestones.*

Place all runestones without exception to the dragon.  
The dragon has **20 willpower points** and **10 strength points** for every hero of the group.

The dragon does **not** roll dice. After the heroes have determined their combat value, shuffle **all 6 runestones**, and reveal 3 of them.

The combat value of the runestones:   

If three different coloured runestones are revealed, add the highest value (8) to the strength points of the dragon. If a pair of runestones is revealed, add their values to the strength points of the dragon.  
Repeat for every round of combat.





Remove a creature, if applicable, on the same space where you place a Black Herald.

A creature moving onto a space with a Black Herald moves according to the rules of occupied spaces to the next eligible space. Heroes, wolves and items can share a space with a Black Herald.

Place a **hidden** parchment each on the spaces **18, 23, 25, 26, 36, and 38**. These parchments may **not** be revealed by Fenn's raven, the telescope or moving onto the space.

A Black Herald has **20 strength points** with 2 heroes, 30 with 3, 40 with 4, 45 with 5, and 50 with 6 heroes.

The Black Heralds do **not** throw dice in combat.

All heroes participating in the combat pay one hour as usual. Then immediately reveal the parchment on the Black Heralds space. The number on the revealed parchment determines the **willpower points** of the Black Herald **and** is added also to the strength points.

***Example:** Three heroes belong to your group. The Black Herald has a base strength of 30. The heroes attack the Black Herald, move their time marker and reveal the parchment. It shows the number 11. The Black Herald has 11 willpower points and 41 strength points.*

**Continue reading on legend card "The Black Heralds 2".** →



Each of the Black Heralds must be defeated in just **one round of combat**. A Black Herald is defeated if his willpower points falls to "0".

Remove the first defeated Black Herald from play afterwards. Do **not** move the narrator. If the second Black Herald was defeated move the narrator instantly to space "N" of the legend track.

If a Black Herald is **not** defeated in **one** round of combat, remove the parchment and move him to the next adjacent space with a parchment.

If he is adjacent to the tavern and not defeated in one round of combat, he moves to the tavern and the legend is instantly lost.

The heroes do **not** lose willpower points while combatting the Black Herald.

The gems on the tavern may not be removed.


**Continue reading on legend card "Legend Goals".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Irlok 1**  
Reveal and read this legend card if asked by another legend card.

If more wineskins are needed, take them from the board. If even more wineskins are needed, the group decides which hero loses its wineskin. Place **in any case** one wineskin each on the spaces 47, 48, and 49.

Place one star token on each of the creature symbols on the creature track. These stars enhance the combat strength of Irlok.

Place the marking ring over the narrator. From now on, every time the narrator moves, Irlok moves one leftside space down the river.

**Important:**  
If Irlok reaches space 49, he will leave Andor with the next movement of the narrator and the legend is instantly lost.

If Irlok reaches a space with a wineskin, remove it and the rightmost star token on the creature track. If a hero reaches a space with a wineskin, the hero decides if he want to remove it and move the corresponding time marker two hours back. Remove the wineskin from play afterwards.


If a hero is on of the three space when the wineskins come into play, the time marker is **not** moved and the wineskin not removed.

**Continue reading on legend card**  
**"Irlok 2".** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Irlok 2**  
Reveal and read this legend card after the legend card "Irlok 1".

Irlok blocks a bridge he is on, none but the water spirit may cross it. Irlok does **not** destroy the bridges. If Irlok moves on, the bridge can be crossed normally.

You may move Irlok **once** a space up- or downriver by using one side of the star shield.

Irlok has **20 willpower points** and **20 strength points** with **2 heroes**, **30 with 3**, **40 with 4**, **45 with 5**, and **50 with 6 heroes**.

Irlok may be attacked only from the **right bank** of the river (Watchful forest).

Heroes using a distance weapon (bow, crossbow, spear...) may also attack from the left bank of the river (Rietland).

But at the beginning of every round of combat reveal the top card "Heavy combat". You may interrupt your combat at any time **without** Irlok regenerating its willpower. Barring rules from a "Heavy combat" card, combat is resolved as concerning the loss of willpower. A shield can only protect against the loss of willpower points but not the effects of a "Heavy combat" card.


**Continue reading on legend card**  
**"Legend Goals".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Heavy combat**

Reveal this card at the beginning of every round of combat against Irlok to find out the strength of the water monster and the consequence of the combat.

*Irlok was fighting furiously. This mead was his to keep.*

Add the sum of all creatures marked on the creature track to Irlok's base strength. Irlok fights with **2 black dice**. Dice with same numbers are summed up.

**Combat round successful!**

*A very brave wolf engaged Irlok and injured it heavily.*

Remove a wolf from play. Irlok loses only up to 10 willpower points.

**Tie or combat round unsuccessful!**

*The fight was hard for the heroes but nevertheless also for Irlok.*


Each hero loses only up to 3 willpower points. Remove the star from the rightmost creature of the creature track. The group receives 2 strength points.

**Put this card at the bottom of the "Heavy combat" talon after the combat.**



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Heavy combat**

Reveal this card at the beginning of every round of combat against Irlok to find out the strength of the water monster and the consequence of the combat.

*With cross-eyed and glassy eyes Irlok gazed at the heroes. He slurred: "Unfair! You are twelves an imalone! Whos helpen mes?"*

Take the creature from the space with the **highest** number and place it beside Irlok. Add the creature's strength to Irlok's **and** additionally 2 strength points for every star on the creature track. To get Irlok's strength now halve the score and round up. Irlok does **not** roll dice. Only count the dice rolls of the heroes. Do **not** add their strength points or the wolves. One hero may turn its die upside down.

**Combat round successful!**

*Lifeless, the creature slumped to the ground.*

Remove the creature from play. Do **not** move the narrator.

Each hero loses 1 willpower point.

**Tie or combat round unsuccessful!**

*The creature and the heroes were a match.*

Put the creature back to its space.

The whole group, instead of each hero, loses the willpower points according to the difference in combat values.

One hero receives a medicinal herb.


**Put this card at the bottom of the "Heavy combat" talon after the combat.**





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Heavy combat**  
Reveal this card at the beginning of every round of combat against Irlok to find out the strength of the water monster and the consequence of the combat.

*Doggedly the heroes fight against Irlok. The mead coursing its veins powered Irlok up.*

Add the strength of a Skral, if it is still marked on the creature track, to Irlok's basic strength. Irlok rolls 3 red dice. Remove the valid dice with the smallest number of all dice of the group. The best result must be taken into account (e.g. similar numbers).

*Example: Thorn rolled 4, 4, and 6. He is wearing a helmet and must use his 4's. Chada rolls a 5. One of the 4's of Thorn is removed. He may **not** use his 6 retroactively.*

**Combat round successful!**

*The fight was hard for the heroes.*

The group loses 1 strength point.

**Tie or combat round unsuccessful!**

*The heroes aborted the fierce combat to gather strength to defeat Irlok.*


Every hero loses at most 4 willpower points and move his time marker back one hour.

**Put this card at the bottom of the "Heavy combat" talon after the combat.**



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Heavy combat**  
Reveal this card at the beginning of every round of combat against Irlok to find out the strength of the water monster and the consequence of the combat.

*Irlok saw the heroes approach and dived to flee. The heroes grabbed him in the last moment.*

Turn Irlok around. Add 2 strength points to Irlok basic strength for every star on the creature track. Irlok rolls **2 red dice**. The heroes may use only their second best dice roll. If a hero uses only one die, he may use only the first roll. If a hero wears a helm, do not use its ability.

**Combat round successful!**

*Intoxicated by the mead, Irlok was unable to dive away.*

Turn Irlok around. He loses only up to 5 willpower.

**Tie or combat round unsuccessful!**

*The heroes lost their grip on the tentacles.*

Each hero loses just one willpower point. The active hero pays one hour and rolls a die:

- Irlok stays hidden. The next hero takes his turn. This card stays in use.
- Turn Irlok around. Put this card at the bottom of the "Heavy combat" talon after the combat and draw a new one.


**If nothing else was written, put this card at the bottom of the "Heavy combat" talon after the combat.**





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Heavy combat**

Reveal this card at the beginning of every round of combat against Irlok to find out the strength of the water monster and the consequence of the combat.

*Irlok would not let go of the mead lightly. "A witch's brew would be helpful", a hero remarked. "Help us, Reka!"*

Irlok has its basic strength. Add 2 strength points to Irlok's basic strength for every star on the creature track. Irlok rolls **2 black dice**. The heroes may use their highest and lowest dice roll. If a hero rolls only one die at a time, he must use the first roll and rolls the second according to the normal rules. If a hero wears a helm the ability may be used.

**Combat round successful!**

*Rekas strength potion work miracously. But now the heroes needed a break.*

One hero must lose one hour.

**Tie or combat round unsuccessful!**

*Rekas strength potion was not enough for all heroes. Quickly she brewed another one.*


Lose willpower points just for the group instead for each hero. One hero receives a witch's brew.

**Put this card at the bottom of the "Heavy combat" talon after the combat.**



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Ken Dorr and the Trolls**

Reveal and read this legend card if asked by another legend card.

*As the heroes drew nearer to the river to the south, they noticed Ken Dorr and the Trolls moving fast to the tavern.*

Tag the narrator with the marking ring.

As long as Ken Dorr is accompagnied by at least one Troll, move them to the adjacent space with the highest number when the narrator moves. If the group reaches the tavern, the legend is instantly lost.

Remove the marking ring from the narrator after defeating the last Troll. Ken Dorr no longer moves.


**Continue reading on legend card "Legend Goals".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**The Krahder**  
Reveal and read this legend card if asked by another legend card.

Place the Krahder on space 67 even if it is still blocked by boulders. The boulders may be removed normally.

The Krahder has **10 strength points** for every hero participating in the combat and receives **2 strength points** for every hero **not** participating.  
Do **not** recalculate the Krahder's strength if the number of heroes change during combat.

The Krahder has **20 willpower points** and rolls with **2 black dice**. Dice with same numbers are summed up. If his willpower falls below 7, he rolls just with one black die.

Move the Krahder every time you refresh the wells at sunrise. Place the marking ring on the well symbol of the sunrise box to remember that.

The Krahder moves **2 spaces** every time. He moves **contrary** to the arrows further into the mountains.


If the Krahder reaches space 84, he will leave Andor with the **next** movement of the narrator and the legend is instantly lost.

**Continue reading on legend card "Legend Goals".** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**The gems of the merchants 1**  
Reveal and read this legend card if asked by another legend card.

*The heroes must depart on the spot to find the merchants and the magical gem. After that Merrik must be found.*

Take the **red gem** (value 6) and place it next to the board. Shuffle the hidden gems and place hidden beside the red gem: 2 gems with 2 heroes, 5 gems with 3 heroes, and 8 gems with 4 (5 & 6) heroes.

Shuffle all these gems and distribute them equally on the 3 merchants spaces (18, 57, and 71).

---

**Objective:**  
Find the **red gem** before the narrator reaches space "N" of the legend track.

If a hero ends his turn on a merchant's space all gems on this space are revealed. If one of these is the red gem, continue by reading the legend card "The magical gem of..." of the specific merchant.

---

Only heroes can reveal gems. The telescope or Fenn's raven may not reveal gems. Creatures on or moving over a merchant's space ignore the gems.

**Continue reading on legend card "The gems of the merchants 2".** →





**LEGENDS  
OF  
ANDOR**

Tavern turmoil

The gems of the merchants 2  
Reveal and read this legend card after the  
legend card "The gems of the merchants 1".

If a hero is on a merchant's space when the gems are distributed, he has to reveal the gems as soon as it is his turn.

The heroes are looking only for the red gem. All other gems revealed are **placed beside the board**.

The gems may **not** be used to buy something or to distract creatures.

Do **not** place these gems on the hero's board and may **not** be carried by the falcon.

**Continue reading on legend card "Legend Goals".** →



**LEGENDS  
OF  
ANDOR**

Tavern turmoil

The magical gem of the  
Free Market  
Reveal and read this legend card as soon as  
the red gem was found on space 18.

*"Sure, this gem is a family heirloom", the feisty merchant at the Free Market told after the heroes recounted the story about, Merrik, the amulet, and the gem. "You can have it. Better you hold it, if it encompasses a dark force like you told. I had some real bad deals lately. Who knows, maybe it is the gem's influence."*

*The heroes thanked the merchant and took the magic gem. Right then, a small figure appeared in the distance. "Look!", one of the heroes shouted. "Merrik! Part of the curse seem lifted. But he will keep trying to find the gem."*

Place **Merrik** on space 48. The red gem remains on the market space.

Move the Merrik every time you refresh the wells at sunrise on the **shortest** path in the direction of the red gem. Place the marking ring on the well symbol of the sunrise box to remember that.

Merrik moves at first 2 spaces, and every time he moves after that add 1 space movement.

If Merrik reaches the red gem, the curse is permanent and the legend is instantly lost.

Merrik is safe from all creatures on the same space.


**Continue reading on legend card "Merrik's salvation".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



The magical gem of the  
Tree of Songs  
Reveal and read this legend card as soon as  
the red gem was found on space 57.

*"Sure, this gem has long been at the Tree of Songs", the keeper told after the heroes recounted the story about, Merrik, the amulet, and the gem. "We will entrust the gem to you, to save the cartographer. Wearing the amulet Merrik has changed. If he gets hold of the gem, he will be lost forever."*

*The heroes thanked the keeper and took the magic gem. Right then, a small figure appeared in the distance.*

*"Look!", one of the heroes shouted. "Merrik! Part of the curse seem lifted. But he will keep trying to find the gem."*

Place **Merrik** on space 48. The red gem remains on space 57. Move the Merrik every time you refresh the wells at sunrise on the **shortest** path in the direction of the red gem. Place the marking ring on the well symbol of the sunrise box to remember that.

Merrik moves at first 2 spaces, and every time he moves after that add 1 space movement.

If Merrik reaches the red gem, the curse is permanent and the legend is instantly lost.


Merrik is safe from all creatures on the same space.

**Continue reading on legend card**  
"Merrik's salvation".



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



The magical gem of the  
shield dwarf mine  
Reveal and read this legend card as soon as  
the red gem was found on space 71.

*"Sure, this gem you are looking for is in my possession", the Garz the merchant dwarf told after the heroes recounted the story about, Merrik, the amulet, and the gem. "You can have it without a reward." Garz laughed. "How ever else will we get a true map of Cavern if you do not save Merrik."*

*The heroes thanked Garz and took the magic gem. Right then, a small figure appeared in the distance.*

*"Look!", one of the heroes shouted. "Merrik! Part of the curse seem lifted. But he will keep trying to find the gem."*

Place **Merrik** on space 41. The red gem remains on space 71. Move the Merrik every time you refresh the wells at sunrise on the **shortest** path in the direction of the red gem. Place the marking ring on the well symbol of the sunrise box to remember that.

Merrik moves at first 2 spaces, and every time he moves after that add 1 space movement.

If Merrik reaches the red gem, the curse is permanent and the legend is instantly lost.

Merrik is safe from all creatures on the same space.


**Continue reading on legend card**  
"Merrik's salvation".





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Merrik's salvation**  
Reveal and read this legend card if asked by another legend card.

*"Merrik must not reach the gem.", another hero called. "If he comes too close, we have to take it away."*

A hero may carry the gem. Moving one space with the gem takes 2 hours on the day track.  
The red gem remains on the board. The falcon is **not** able to carry the gem. Creatures ignore the gem.

*"We have to relieve him from the amulet by force to lift the curse.", another hero answered. "I believe, he is unwilling to part from it voluntarily. We have to fight him for it."*

Merrik has a **base strength of 20** and gains **5 additional strength points for every hero** of your group.  
He also gains strength from the gems at the creature track.  
He receives **1 strength point for each green gem** and **2 for each blue**.  
Merrik has **12 willpower points** and receives also **1 willpower point for each green gem** and **2 for each blue**. This is **capped at 20 willpower points**.  
The red gem does **not** influence Merrik's strength or willpower.


Merrik rolls with **3 red dice**. Dice with same numbers are summed up. He rolls 2 red dice if he has 6 willpower points or less.

If Merrik is defeated, the curse is lifted; move the narrator instantly to space "N" of the legend track.



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Skrabak 1**  
Reveal and read this legend card if asked by another legend card.

Move Skrabak and the Wardrak everytime you move the narrator at sunrise on the **shortest** way to the tavern (from space 26 to 25, from 25 to 23, and from 23 to 72).  
Place the marking ring on the narrator symbol of the sunrise box to remember that.

As soon as Skrabak moves to a space with a marked Troll, they band together and are moved together.  
The marked Trolls do not move in another way. All Trolls without marking move according to the basic rules.

Skrabak and the Wardrak have **24 strength** with **2, 3, and 4 heroes**, **28 strength** with **5 heroes**, and **32 strength** with **6 heroes**.  
Add **1 strength point per hero** for every unbanded Troll on the board. The Drunken Troll, Trolls on golden shields, or on space 80 do not count.

***Example:** The group consists of 3 heroes. Skrabak and the Wardrak have 24 strength points. A marked Troll, still unbanded to Skrabak, is on space 23, and 3 other, unmarked Trolls are on the board. Skrabak and the Wardrak gain 4 (Trolls) x 3 (Heroes) = 12 strength points, reaching 36 strength points total.*


**Continue reading on legend card "Skrabak 2".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**Skrabak 2**  
Reveal and read this legend card after the legend card "Skrabak 1".

Skrabak and the Wardrak have 10 willpower points. Every marked Troll **banded** to Skrabak adds 5 additional willpower.

***Example** (continuation): The marked Troll on space 25 has banded to Skrabak. Skrabak gains 5 willpower points. The group has 15 willpower points total.*

You may **not** attack the **banded** Trolls separately. All other Trolls may be attack according to the basic rules. But defeating them gains you **no** reward. Do **not** move the narrator after defeating a Troll.

Skrabak, the Wardrak and all marked, banded Trolls are considered one creature for combat purposes. It rolls **one black die** and add the result of 1 red die with 2, 2 red dice with 3 and 3 red dice with 4 (5 & 6) heroes. Add **all** dice rolls.


If Skrabak was defeated move the narrator instantly to space "N" of the legend track.  
If the group with Skrabak reaches the tavern (space 72), the legend is instantly lost.

**Continue reading on legend card "Legend Goals".** →



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



**The Skral trio**  
Reveal and read this legend card if asked by another legend card.

Take Skrals from space 80 if there are not enough available.

They move according to the rules on sunrise. If one of these Skrals reaches the castle, the legend is instantly lost. The heroes get **no** reward for defeating one of the Skrals and the narrator is **not** moved forward.

Each Skral has **15 willpower points** and **8 strength points**. For **every hero** in your group the Skral receive 2 additionally strength points each.  
Each Skral begins the combat with **3 red dice**.

*All of Andor was fond of Gilda and as the dwarves heard about the Skral's revenge intent they offered their help.*

Place 2 different coloured gems on space 71, the mine. One of the heroes may collect them there. These gems are **no** legal tender.  
The creature move onto a neighboring space with a gem at sunrise instead of moving along the arrows. Remove the gem from play afterwards. It moves to the more valuable if both gems are next to it.

**Important:**  
Do not change sequence of the creatures moving!


**Continue reading on legend card "Legend Goals".** →





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll threw a large barrel of mead at the hero, turned around and sped away.

The hero rolls a die and reads the corresponding effect:

• • • The hero vaulted over the incoming barrel and got a grip on the Troll's arm. Recognizing the hero's scorn, the Troll diminished. He guiltily lowered his eyes and began to tell his tale.

Remove all legend cards "When Trolls think..." from play.

Reveal and read the legend card "Dark intentions". ➔


• • • • The barrel dropped right in front of the hero, tripping and sending him lying prostrate on the ground. The last thing he saw, was a large trollfoot vanishing in the underbrush.

Place the Troll on the adjacent space with the **highest** number (apart from the tavern) and put this card **under** the talon. A hero must find the Troll again (see legend cards H1 and H2).



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

Suddenly the Drunken Troll attacked the hero with his massive, beefy body.

The hero rolls a die and reads the corresponding effect:

• • • Light-footed the hero dodged the incoming body mass. The Drunken Troll could not change his bearings, but did not miss the next tree trunk, solidly hitting it. Deflated the Troll turned his eyes up and began to tell his tale.

Remove all legend cards "When Trolls think..." from play.

Reveal and read the legend card "Dark intentions". ➔

• • • • Hit by the incoming train, the hero collapsed and stayed down.

The hero loses 2 willpower points.


Put this card at the bottom of the talon and draw a new one.





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll layed his head on the hero's shoulder, smelling like a cess pit and babbled "Got some mead?"*

The hero rolls a die and reads the corresponding effect:

• • • • "Be right back", the hero answered. He went to his horse, got a water skin and gave it to the Troll. The Troll took a long pull. "Bah!", he shouted and spitted the water out. "That's no mead!", he angrily babbled. Nothing to do but to try to find some mead.

The hero **loses one hour**. If that would bring him into overtime, the hero decides wether to spend the willpower points or end the day.

Put this card at the bottom of the talon and draw a new one if the hero does not end his day.

• • • • • Fortunately the hero had a skin full of mead left, received from Gilda. He gave it to the Troll. The Troll took a long pull, grinned happily and seem to sober up. He sat down on the meadow and began to tell his tale.


Remove all legend cards "When Trolls think..." from play.

Reveal and read the legend card "Dark intentions". ➔



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*To get his mind in lane was too much for the Drunken Troll. He fell like a tree and did not flinch a muscle ere he could do anything else. The hero tried to shake him awake.*

The hero rolls a die and reads the corresponding effect:

• • • • All efforts to get a response were in vain.

Activate the last event card again. Do not move the Drunken Troll. The heroes may **not** avoid the event card with a shield, but 1 gold will do. Put this card at the bottom of the talon and draw a new one.

• • • • • A bucket full of water did the trick and revitalized the Troll. He shuddered and looked the hero in the eyes. The Troll began to tell his tale.

Remove all legend cards "When Trolls think..." from play.


Reveal and read the legend card "Dark intentions". ➔





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll charged the heroes. "Doro, help us!", the heroes called.

Doro appeared and threw a large talon of cards in the Drunken Troll's way.

The hero rolls a die and reads the corresponding effect:

• • • But unfortunately only one card of the talon was left. The Drunken Troll did not even noticed Doro throwing things at him and disappeared.

Place the Troll on the adjacent space with the **highest** number (apart from the tavern) and remove this card from play. A hero must find the Troll again (see legend cards H1 and H2).

• • • • The looming pile of cards in front of the Troll tripped him. Looking up he noticed Doro's furious face. "Just because of you I had to layout 1000 cards - and **no mead to boot!**", Doro shouted at the Troll. "Right now spill the beans, else I will get Mjöltnir!"

Timidly the Troll turned his eyes up and began to tell his tale.


Remove all legend cards "When Trolls think..." from play.

Reveal and read the legend card "Dark intentions". ➔



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll stepped in front of the hero and said with a surprisingly precise voice "Shall we play a game? You win, I tell you everything you want to know. You lose, I am free to go." After a short moment of contemplation the hero accepted.

**The drinking game**

"Who empties his barrel first, wins.", said the Drunken Troll, grinning broadly. "You may pick the barrels. But pick two identical ones."

The Drunken Troll has 10 willpower points, the hero his. Both throw 3 red dice. This takes no time on the day track. Dice with same numbers are summed up and added to the willpower. Highest number wins the round. Best out of three determines the winner. Roll again when tied.

You may use a medicinal herb.

If the hero loses his turn ends. Place the Troll on the adjacent space with the **highest** number (apart from the tavern). Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).


If the Troll loses remove all legend cards "When Trolls think..." from play. Reveal and read the legend card "Dark intentions".





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll stepped in front of the hero and said with a surprisingly precise voice "Shall we play a game? You win, I tell you everything you want to know. You lose, I am free to go." After a short moment of contemplation the hero accepted.

**The arm wrestling**

The Drunken Troll put a large barrel between them and sat behind it. He then put his large arm on it and said "Show me how strong you are."

The Drunken Troll has 4 strength points and 6 willpower points and rolls 2 red dice. Dice with same numbers are summed up.

That counts as a "fight" action and takes 1 hour of time for every round. The hero may use medicinal herbs and witch's brews. He may resign anytime, but doing so loses him the contest. If the Drunken Troll runs out of willpower points the hero has won.


If the hero loses or resign his turn ends. Place the Troll on the adjacent space with the **highest** number (apart from the tavern). Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).

If the Troll loses remove all legend cards "When Trolls think..." from play. Reveal and read the legend card "Dark intentions".



LEGENDS  
OF  
**ANDOR**




Tavern turmoil



When Trolls think...




The Drunken Troll stepped in front of the hero and babbled with a heavy tongue: "I have just one barrel of mead left. All others are empty. Tell me which one is still full and I will tell you everything."

The hero rolls a die and reads the corresponding effect:

   The hero marked the smallest barrel: "There is your last mead." Despite a short flash of anger, the Troll began to tell his tale.

Remove all legend cards "When Trolls think..." from play.

Reveal and read the legend card "Dark intentions". ➔

   The hero marked the biggest barrel: "There is your last mead." The Drunken Troll began to laugh, took the barrel and crushed it with just one hand. Not a single drop of mead was in the barrel.

"See you", said the Troll, turned around and disappeared.

Add 10 to the current space number. Place the Troll on the space with the resulting number.


The turn of the hero ends. Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll cried out furiously. He lifted his big leg and tried to kick the hero.

The hero rolls a die and reads the corresponding effect:

•• The Troll connected with the hero and hit him so hard, the hero flew back on his back.  
Place the hero on the adjacent space with the **lowest** number. The turn of the hero ends. Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).


••• Inebriated the Troll stumbled and just the tip of his foot hit the hero. But it was still forceful enough to almost tumble the hero.  
The hero loses 3 willpower points. Put this card at the bottom of the talon and draw a new one.

••• Forcefully the troll tried to kick the hero but missed the mark and was dropped himself by the momentum. "Fighting under influence will not work out.", the hero called out angrily. The Troll bit the bullet, turned pensive and began to tell his tale.  
Remove all legend cards "When Trolls think..." from play.  
Reveal and read the legend card "Dark intentions". ➡



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

The Drunken Troll uprooted a tree and threw it at the hero. The used his willpower to evade the tree.

Check the willpower points of the hero and read the corresponding effect:

**The hero has less than 12 willpower points**  
The hero almost dodged the tree trunk. But a thick branch clamped his foot. As he finally managed to free it, the Troll was nowhere to be seen.  
Add the hero's willpower points to the current space number. Place the Troll on the space with the resulting number. The turn of the hero ends. A hero must find the Troll again (see legend cards H1 and H2).


**The hero has at least 12 willpower points**  
The hero just dodged the tree trunk. Suddenly the Troll's face showed horror over his attack. He ran over to the hero and began to tell his tale.  
Remove all legend cards "When Trolls think..." from play.  
Reveal and read the legend card "Dark intentions". ➡





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll turned around and ran away. The hero followed him, but despite his inebriation the Troll was strong and soon had a lead. The hero was badly tasked to follow the Troll's trail.*

Check the strength points of the hero and read the corresponding effect:

***The hero has less than 10 strength points***

*The hero slipped an embankment and got stuck in the muddy shore of a creek. Last thing he saw was a disappearing big foot. Then the Troll was gone.*

Add the hero's strength points to the current space number. Place the Troll on the space with the resulting number. The turn of the hero ends. A hero must find the Troll again (see legend cards H1 and H2).

***The hero has at least 10 strength points***


*The Drunken Troll tried to get away in the under brush, but he just was not fleet enough. After catching up with him and glaring at him the Troll sat down on the meadow and began to tell his tale.*

Remove all legend cards "When Trolls think..." from play. Reveal and read the legend card "Dark intentions".



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll was surprisingly nimble and threw a barrel of mead at the hero to escape.*

Check the strength points and willpower points of the hero and read the corresponding effect:

***The hero has less willpower points than strength points***

*The barrel of mead impacted on the hero's head. He fell down and when he came around the Troll was nowhere to be seen.*

Add the roll of a black die to the current space number. Place the Troll on the space with the resulting number. The turn of the hero ends. A hero must find the Troll again (see legend cards H1 and H2).

***The hero has at least as much willpower points as strength points***

*Too late, the Drunken Troll noticed that he had thrown his last barrel of mead away. The hero dodged the barrel and glared at the Troll. Intimidated the Troll began to tell his tale.*


Remove all legend cards "When Trolls think..." from play. Reveal and read the legend card "Dark intentions". ➔





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll valled angrily and tried to tackle the hero.*

The hero rolls a die and reads the corresponding effect:

•• The Troll surprised the hero and hit him hard. He then staggered away.  
The hero has to end his day **now**. Place the Troll on the adjacent space with the **highest** number (apart from the tavern). Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).


••• The sudden attack surprised the hero. In the last moment he dodged it and face him again.  
Put this card at the bottom of the talon and draw a new one.

•••• The hero tripped the incoming Troll. The Troll collapsed helter skelter on his massive behind, looking sheepishly at the hero's grim face. The Troll shook, sat up and began to tell his tale.  
Remove all legend cards "When Trolls think..." from play.  
Reveal and read the legend card "Dark intentions". ➡



LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll grunted and looked at his beloved barrels of mead. He leaned on a small boulder and suddenly, with a twist, he ran away.*

The hero rolls a die and reads the corresponding effect:

•••• The hero took an empty barrel and threw it after him. To no avail.  
The turn of the hero ends. Place the Troll on the adjacent space with the **highest** number (apart from the tavern) and remove this card from play. A hero must find the Troll again (see legend cards H1 and H2).


••••• The hero took an empty barrel, took aim and threw it after him, between the legs. The Troll missed his step and landed in the next brush. The Troll whined at the approaching hero and began to tell his tale.  
Remove all legend cards "When Trolls think..." from play.  
Reveal and read the legend card "Dark intentions". ➡





LEGENDS  
OF  
**ANDOR**

Tavern turmoil



When Trolls think...

*The Drunken Troll threw a large barrel of mead at the hero. He could dodge it but the barrel burst at his feet. The hero was ankle deep in mud and covered in mead. And the Troll got away. First the hero had to get rid of the mud and mead and then of the smell.*

Place the Troll on the adjacent space with the **highest** number (apart from the tavern). The turn of the hero ends.


The hero has to pass his next turn. This takes 1 hour of time on the day track. If that would bring him into overtime, the hero decides whether to spend the willpower points or end the day.

Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).



LEGENDS  
OF  
**ANDOR**


Tavern turmoil




When Trolls think...

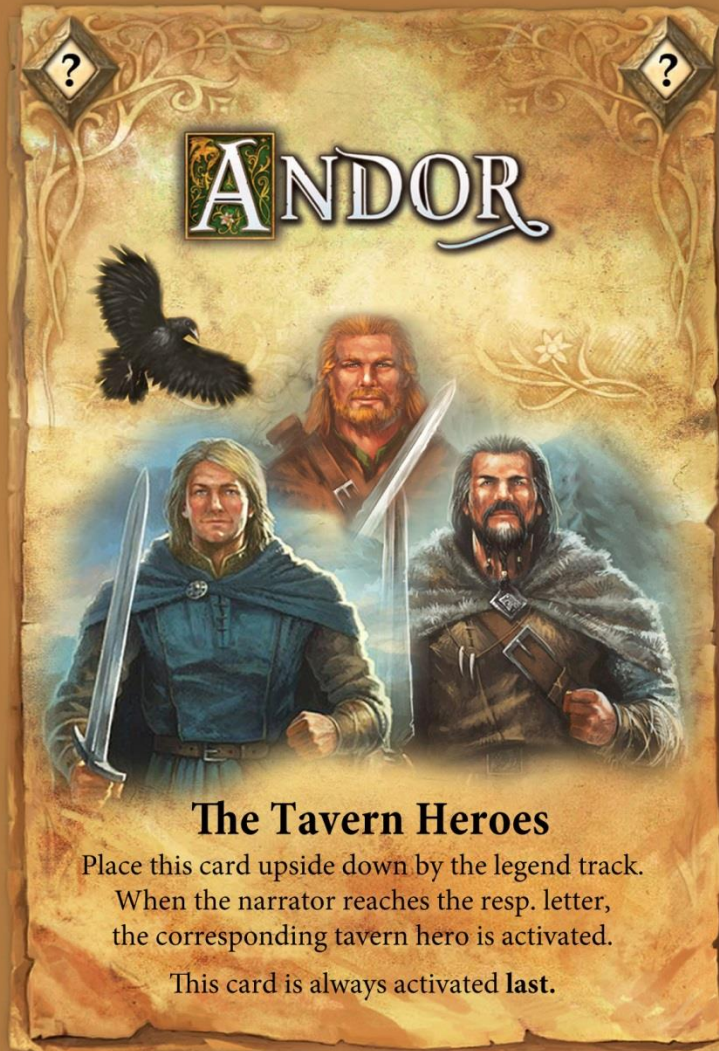
*Surprisingly fast the Troll dropped the barrels of mead and threw a boulder at the hero.*

The hero rolls a die and reads the corresponding effect:


*The hero just dodged the boulder and chased the Troll. He got hold of one foot and the Troll fell full face down. He noticed the angry face of the hero and began to tell his tale.*  
 Remove all legend cards "When Trolls think..." from play.  
 Reveal and read the legend card "Dark intentions". ➔


*The hero barely dodged the boulder, which burst at his feet in two pieces. Through the dust he saw the Troll disappear.*  
 Add 10 to the current space number. Place the Troll on the space with the resulting number. Put this card at the bottom of the talon. A hero must find the Troll again (see legend cards H1 and H2).  
 Place two boulder tokens on the hero's space and reveal them. The hero may leave the space only after the boulders are removed by him or somebody else.  
 Remove the boulder tokens according to the normal rules.





*Antigor the dauntless supports all heroes.*  
Place a Gor on the castle and mark it with a star token. This is not a creature. Move him up to four spaces for one hour on the day track. He supports fighting heroes on his space with 2 additional strength points. Remove the star token when the narrator reaches space "E" and the Anti-Gor becomes a regular Gor.



*Ent has a very special mead.*  
Each hero receives one mead (1 wineskin) and stores it on the monetary space of his board. You must use it this day and may not pass nor receive it. Otherwise the mead spoils and is removed from play.



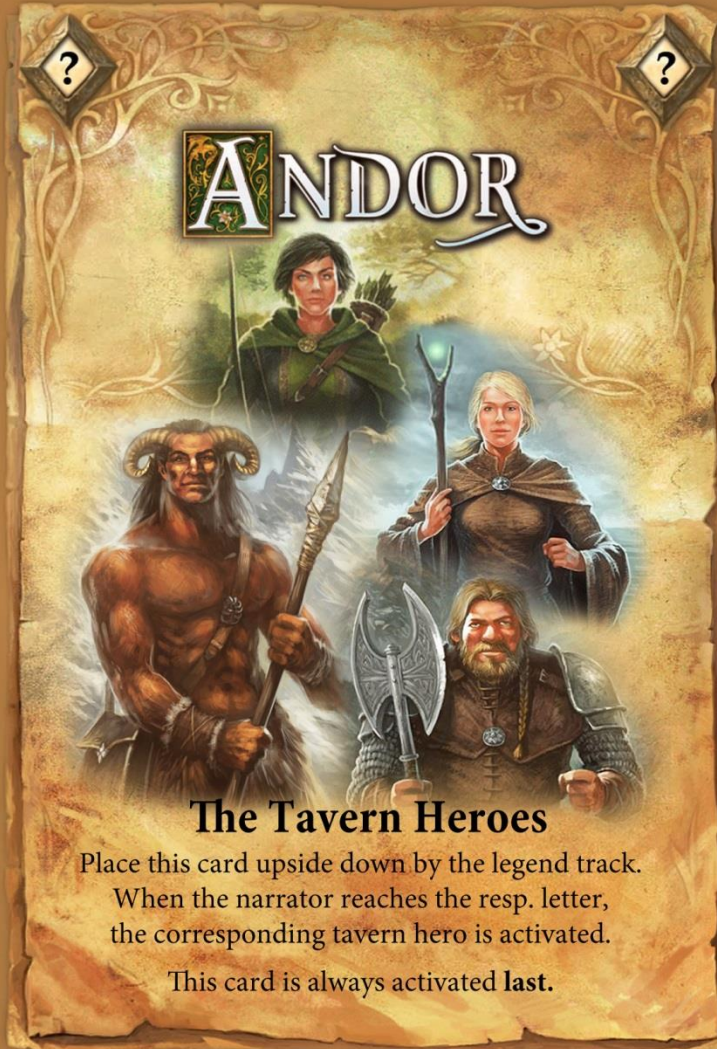
*Horus68 reaches any space with his magic wings.*  
Every hero may now once get one revealed small item or gold from any space. Alternatively he may exchange now once any number of small items or gold with any other hero.



*MarkusW fights to the last creature.*  
One of the heroes each combat round may flip one of his dice or reroll it. The hero has to decide right after his roll.

This card was created from an idea by Horus68.





*Doro rules the cards.*

Take the five top event cards of the talon and sort them before putting them back. Or remove 5 event cards of your choice from the talon and shuffle the talon afterwards.



*Gecko devours nasty pests and is a friend in need.*

The heroes receive the poison token. Use it up to two times in combat. Use it directly after your dice roll and before the dice roll of the creature. You may not use it against the final enemy. A bested creature losses all its willpower. The heroes get no reward and the narrator is not moved forward.



*Lucy-von-Andor spreads tranquility and composure at any time.*

Do not pay willpower points for the overtime of this day. A contrary event card is void.



*Mjöltnir tells stories of valor and fortitude.*

Each hero may get one strength point from the merchant in exchange for one item.  
Or one hero may get a witch's brew in exchange for 5 willpower points.

This card was created from an idea by Horus68.