



The King's Escort

*This legend takes place after **Legend 3: The Days of Resistance** and introduces elements from **Legend 4: Secrets of the Mine**.*

The people of Andor can finally breathe. Caster Varkur has been expelled and his evil plans to enslave the country seemed to have failed for now. Even trolls, which have suddenly reappeared, are repulsed by the heroes of Andor. But the old king Brandur knows that all these events are the harbingers of yet a far worse threat. He suspects a more powerful enemy awoke in the mountains and that is what brought the trolls out of their slumber. He will not let things change and do nothing. And so he embarks on one last great adventure...



LEGENDS
OF
ANDOR

Bonus Legend

The King's Escort

A1

This legend consists of 8 cards:
A1, A2, A3, D, H, N,
"The Old Vagabond" card and
"In Mine" card

First, follow the instructions on the **Standard Setup Instruction card**.

Important: Mix 3 farmer tokens facedown: 1 man and 2 women. Put the remaining token back in the box.

Additional setup:

- Place the Witch, 15 monster tiles, the poison token and 3 black dice next to the gameboard.
- Place **stars on D, H and N** on the legend track.
- Place cards "The Old Vagabond" and "In the Mine" next to the game board
- Place **Gors** on spaces 10, 20, 39, 43, 48 and a **Skril** on space 45.
- Place monster tiles face down on each letter B through H on the legend track and a second tile on C and E (9 total monster tiles are placed). These tiles will be revealed when the narrator reaches the corresponding letters.

Continue reading on legend A2. ➔



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A2

Note: If the legend marker reaches a box on the legend track containing both a monster tile and a legend card, the monster tile always has priority.

- Roll a red die (10's) and hero die (1's) to determine where 5 of the 6 rune stones and 2 wineskins will be placed.

Melkart, the Guardian, has summoned the Heroes to the Tree of Songs. He wants to share a disturbing rumor with them.

Place all the heroes on space 57.

"It is said that the King has lost his mind," informs Melkart. "Alone and dressed in rags, the old man went south before his loyal subjects could catch up with him. We lost track of him since."

Place the farmer tokens face down on boxes 24, 28 and 34. A hero on the same space can reveal it (or from an adjacent square with the telescope). If it is a woman, it can be brought to the castle in the usual way. If a man is revealed, then you have found the king. Once a hero is on that space, read the card "Old Vagabond" aloud.

Continue reading on legend A3. ➔



Place a star on the farmer token so as not to forget “The Old Vagabond” card. The king works like a normal farmer token, it moves with the hero. If a hero moves with the king into a space with a monster or a monster moves into the same space as the king, he is defeated and the **Legend is immediately lost**.

Melkart looked down. “But that’s not all: our scout reported to us that monsters gather for a major attack on the castle. You should not only save your king, but also his kingdom!”

Mission: The heroes must defend the castle, **find** and **safely escort** the king to the Dwarven Mine (space 71). When the legend marker reaches the letter H on the legend track, the king must be on the mine.

Equipment: Each hero starts with 1 strength point. The group receives 5 gold pieces and 3 more strength points you can appropriate among the heroes.

Note: Heroes start the game on the merchant space so they can make a purchase before making their first action.

The heroes leave the Tree of Songs heading into the pouring rain, ready to save Andor once again.

The hero with the 2nd highest rank begins.



The Gors emerge from the undergrowth. Have they been informed of the King’s perilous escape? Are they looking for him?

Place a Gor on spaces 47 and 63.

The heroes are up to their ankles in mud when they recognize the curved silhouette of Garz, the merchant dwarf.

“It cannot continue to rain like this forever, my friend,” cried Garz to the heroes. “It will soon begin to hail and snow, eh?” He continued jokingly, “You heroes, you fight a losing battle I hope you know, but you never give up, I’ll give you that. Here!” He throws the heroes a flask with a dark liquid inside.

A hero of your choice now receives the Poison. The poison can be used twice. The hero can use the poison during a fight after rolling the dice and before the monster’s roll. Poison has two effects:

1. When the monster loses strength, it not only loses the difference between the two values, but falls immediately to 0 willpower points.
2. The hero receives no reward for the monster beaten using the poison. The monster is not placed on space 80, but removed from the game. The legend marker does not advance on the legend track.

Garz turned and pointed. “This is my philanthropic contribution to the country,” he says. “But do not say anything to anyone – I have a reputation to maintain.”



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H

The legend is **immediately lost** if the king is not on the Dwarven Mine (space 71). If it is on the mine, you can continue reading.

Place a **Troll** on spaces 40 and 45.

The king and Prince Hallgard are deep in discussion on the last details of an alliance with the dwarves. The heroes could explore the secrets of the mine, find valuable gems and perhaps even find the Astral Shield that had been lost. This story is the subject of another legend. For now, the heroes have to deal with their sovereign. The king looks pale and exhausted. When he reached the entrance of the mine, he seemed to have difficulty standing.

Mission: The heroes must safely escort the king to the castle (space 0), before the legend marker reaches the N space on the legend track. Once he is in the castle the legend marker is moved to the N space.

Important: For each space a hero moves with the king, the hero must spend willpower points.

2 players: 2 willpower points per space

3 players: 3 willpower points per space

4 players: 4 willpower points per space

Example for 4 heroes: A hero has only 3 willpower points. He cannot move with the king, as the movement will cost him 4 strength points.



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N

The party **wins the legend** if:

- The king is in the castle.
- The castle was successfully defended.

The king has finally been escorted back to the castle. The rain finally stops and a rainbow stretches over the courtyard. The world seems to be more peaceful. The heroes can enjoy a few days of rest before honoring the promise made to the dwarven king to uncover the secrets of the mine.

If you want to reduce the difficulty of the legend, during setup place the second male farmer token with the golden shield face up on the spaces near the Castle.


- The party **loses the legend** if:
- The king is in not the castle.
 - The castle was not successfully defended.



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The Old Vagabond

This card is revealed when a hero lands on the same space as the farmer (man) token.

The hero approaches the old man in rags. "Sire, is that you?"
The king recognizes the hero and he briefly explains why he had fled. "I am old and worn. Still, I would not leave my kingdom without protection. Long ago, I broke a powerful alliance between the dwarves and Prince Hallgard. I refused to give them the Astral Shield out of greed. My journey to their mine may seem to be an act of madness, but it is not. I am trying to redeem my past mistakes and regain the confidence of the dwarves to better prepare Andor for the dangers that lie ahead. Unfortunately, I greatly overestimated my strength."
The hero supports the King. "Come, my Lord. You're not alone."

Mission: The heroes must escort the King safely to the Dwarven Mine (space 71), before the legend marker reaches H on the legend track. The king must not go through the Castle before. When the King is in the mine, immediately read the card "In the Mine" aloud. Place a star on space 71 to remind you.

Important exception: If a new monster must be placed through the action of a legend card on the same space as the King, the monster is moved to the next adjacent space following the arrow. This applies to new monsters that come into play, not to monster movement.



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In the Mine

This card is revealed when the king reaches the mine (space 71).

The heroes have succeeded, the king has reached his goal, exhausted and weakened. The dwarven reception is icy cold. They are led to the antechamber of the cave, the throat of the mine. The Chief of the Shield Dwarves Prince Hallgard's eyes widen when he sees King Brandur, both surprised and suspicious. Many long years have passed since they have seen each other and they had parted bad terms. However, Brandur kneels and begins to talk in a low but firm voice. This was the beginning of a very long discussion...

The king cannot leave the mine until the legend marker reaches the letter H on the legend track.

Legend Objective: The heroes must escort the king safely from mine to the castle, before the legend marker has reached the letter N on the legend track.

Important: For each space a hero moves with the king, the hero must spend willpower points.
2 players: 2 willpower points per space
3 players: 3 willpower points per space
4 players: 4 willpower points per space

A hero cannot drop to 0 willpower points while moving with the king. He must have at least 1 willpower point. While the king is among the Shield Dwarves, the heroes must above all protect the castle.