

THE BATTLE FOR CAVERN

THE FINAL ADVENTURE BEFORE

JOURNEY TO THE NORTH

BEGAN ...

The Era of the Star Shield led to a time that was later known as "The King's Peace." During these seemingly untroubled years, there took place a great battle in Cavern, the realm of the shield dwarves.

It all began with the coronation of King Thorald at Rietburg castle. The Andori paid him far less esteem than they had once given his father Brandur. For all knew that credit for the peace was due to the heroes of Andor rather than him. But the heroes had hung up their weapons for now.

Thorn, the warrior, remained at the castle and devoted himself to raising horses. **Chada, the archer**, followed the witch Reka in her travels across the land and learned the art of healing from her.

Come along, girl!

Peace lay upon Chada's yearning for adventure like snow upon a harvested field.

Eara, the sorceress, missed her homeland Hadria. She sensed that her obligations in Andor had been fulfilled. Each day she stood with Merrik, the cartographer, on the coast and waited for a ship to take her North.

Meanwhile **Kram, the dwarf**, had an audience with the King, for he was preoccupied with a grave concern. He was accompanied by **Orfen, the wolf warrior**:

Lord, the **shields from the ancient times** are the property of the shield dwarves. Now that the land is at peace, there is no longer any reason to keep them here.

I see things differently, my good Kram. We are the ones who recovered the **brother shield**. And it was **my father** who once used the **star shield** against Tarok in the Gray Mountains. It was fate that brought the shields to us. For the good of all Andori, as well as **that of the shield dwarves**, we are the ones who deployed them against all threats!



"We?" As far as I know, all you were doing during all this was enjoying Gilda's mead.

Lord, the shield dwarves are an independent people. Prince Hallgard does not recognize you as his king. You are tolerated, nothing more.



Do you truly wish to instigate a war against the shield dwarves, merely because of the power of two shields?



Stay out of this, wolf warrior!

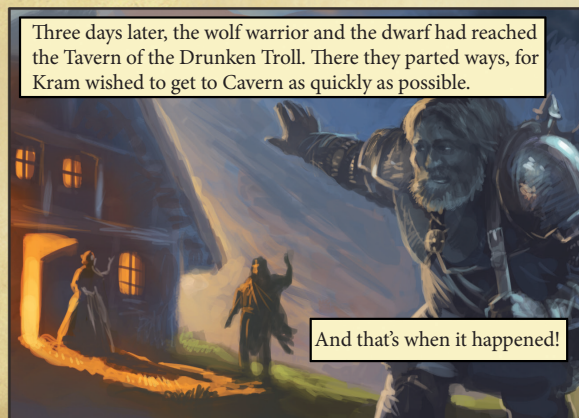
I am **merely tolerated** by the shield dwarves, you say? Kram, I respect you, but do not forget with whom you speak.

Deliver the following message to Prince Hallgard: **The shields will remain at Rietburg.** But if ever the shield dwarves should require our aid or that of the shields, we will help them — as we have always done. So swear I. Now go!



Kram left the hall furious.

A fine king we set on the throne. Ah, the castle air simply doesn't agree with me! I will go south with you. It's time that I paid the good Gilda a visit in the tavern.



Three days later, the wolf warrior and the dwarf had reached the Tavern of the Drunken Troll. There they parted ways, for Kram wished to get to Cavern as quickly as possible.

And that's when it happened!



The moment that Kram crossed the market bridge, he saw the wisps of smoke ...

CAVERN!

A few days later, on the coast of Andor far to the north, Eara and Merrik finally spied a ship's sail on the horizon.

There! A ship, Eara! Finally!

Yet at that very moment, Eara noticed the falcon. It was carrying a message for her.

She unrolled the message. Her breath caught in her throat.

Creatures
possessing
the mine is
burning!
Help! Kram.

I have to get to
Thorn. His horses
are the fastest way
for us to get to
the mine!

Eara! Where are
you going?

Shortly thereafter, Eara reached Rietburg. She found Thorn near the stables, and told him about Kram's message.

We have to
leave right
away!

Yes. Saddle up a pair of
horses and bring them to
the gate. I will go to the king
and retrieve the shields!

ZZZZZ

Thorald! Cavern is
burning. We need the
shields!

???

What, what's
going on?

Cavern is under attack! Kram has
asked us for help. We have to take
action immediately. Tell me where
you have the shields, there's no
time to waste!

Hmm, what an
odd coincidence
this is ...

What?

Just a few days ago, our good friend Kram asked me for the shields. Now, *all of a sudden*, Cavern is in great danger and he needs the shields. Do you really think I'll allow the wool to be pulled over my eyes like that?



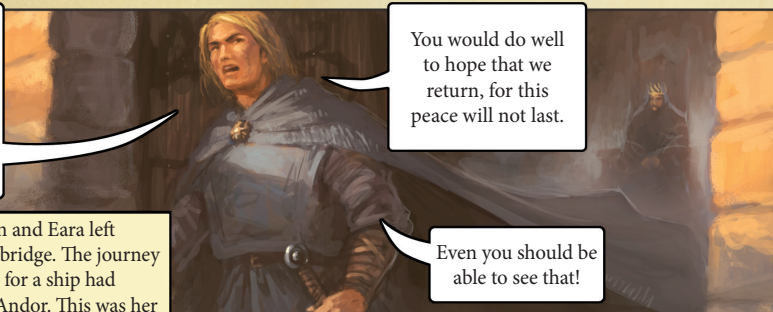
What? Have you gone crazy?



Silence, Thorn! Is that how you speak to your king? You are a mere farmer's son with a sword, nothing more!



Exactly. And this farmer's son is about to use his sword to ... Oh, to hell with it. I have no time for this nonsense!



You would do well to hope that we return, for this peace will not last.

That very same evening, Thorn and Eara left Rietburg and headed for rope bridge. The journey was particularly hard on Eara, for a ship had finally landed on the coast of Andor. This was her chance to return home. But now Merrik would go to sea without her.



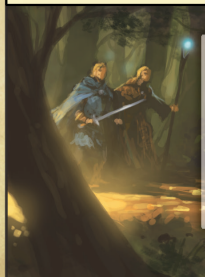
When they reached rope bridge the next day, they were forced to leave the animals behind, for the horses could not cross the bridge.



Eara and Thorn marched for several hours through the Watchful Woods. Some have claimed that they came across other heroes there ...



For this Bonus Legend, you will **just need the materials from the base game**. The New Heroes expansion allows you to play this Legend with up to six heroes.



And half a day later, they finally reached the northern entrance to the mine. Sounds of battle resounded from within, and a ghastly stench of fire and fear hung heavy in the air.



And now the Bonus Legend begins:
"The Battle for Cavern"

LEGENDS
OF
ANDOR

The Battle for
Cavern

A1

This Legend consists of cards:
A1, A2, A3, A4, B, D, F, N1, N2,
First Light, Throne Room, and 6 x Ancient
Knowledge

This Legend is played on the back side of the game board from the base game. Important: In this Legend, one player must play the hero Kram.

Follow the instructions on the checklist with the following exceptions:

In this Legend, no fog tokens will be placed on the game board, and no event cards will be needed except for the 10 green "Secret Sea" event cards. Place these cards in the storage space next to the Secret Sea.

- Place stars on B, D, F, and N of the Legend track.
- Set your hero figures on space 60.
- Only the hero Kram sets his figure on space 67 (above the creature display). He only starts taking part in the game once the other heroes have ended their first day.
- Place 1 gemstone face down on space 6.
- Get 8 rubble tokens ready.
- Get the poison article ready.
- Have 6 parchments ready face down.
- Have the 6 "Ancient Knowledge" cards ready.
- Set the "shield dwarves" figure on space H of the Legend track.

Dark lay the mine entrance before the heroes. Would they arrive in time to help Kram? In addition to rich treasures and gemstones, the mine concealed much Ancient Knowledge. Is that what the creatures were going after?

Continue reading on Legend card A2. →

LEGENDS
OF
ANDOR

The Battle for
Cavern

A2

- Place 6 parchments on the following spaces: 10, 20, 27, 37, 40, and 42 (all in the mine).
- Set one gor on each of these parchments.

Important: The gors on the parchment tokens do not move at sunrise.

Parchments:

When a hero is standing on a space with a parchment token, he can pick it up as soon as the creature standing on the space is defeated. The telescope or the raven (used by the hero Fenn) can be used to turn them over ahead of time. The number on the back side indicates which "Ancient Knowledge" card the hero can turn over. He is allowed to deposit the parchment on his hero board and use that Ancient Knowledge once during the game. Then it is taken out of the game. Of course, he can also give the parchment to another hero.

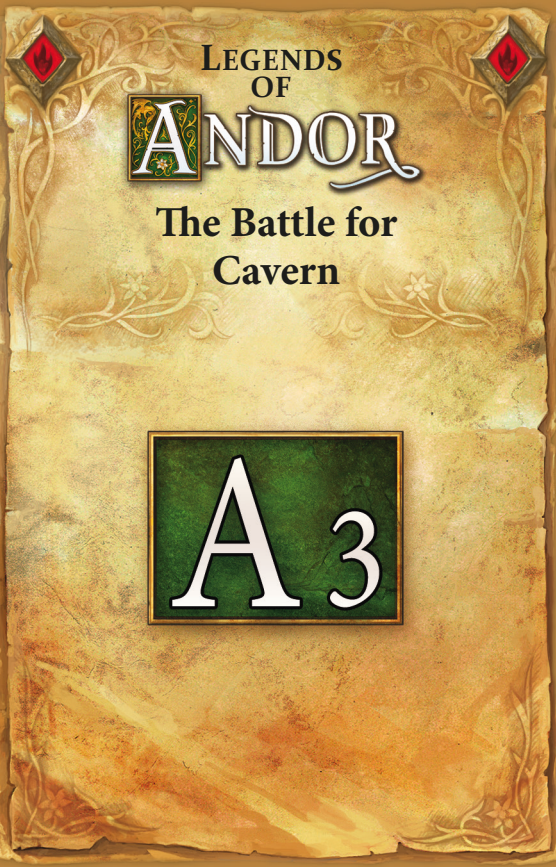
Task:

Try to obtain parchments, since each Ancient Knowledge card holds a great advantage. It is up to you to decide how many parchments to collect.

- Now roll one red die and one hero die to determine the positions of 2 healing herbs and of 5 of the 6 face-down rune stones. The red die indicates the "10" digit, and the hero die indicates the "1" digit.

Example: Red 4, hero die 2 = one rune stone is placed face down on space 42.

Continue reading on Legend card A3. →



Important: In this Legend, a hero whose willpower points drop to 0 will be removed from the board. This hero will no longer be in the game. His equipment will be deposited on the space on which he last stood.

The stink of the creatures wafted out of the mine entrance toward the heroes.

Now roll one red die and read below to see what happens.

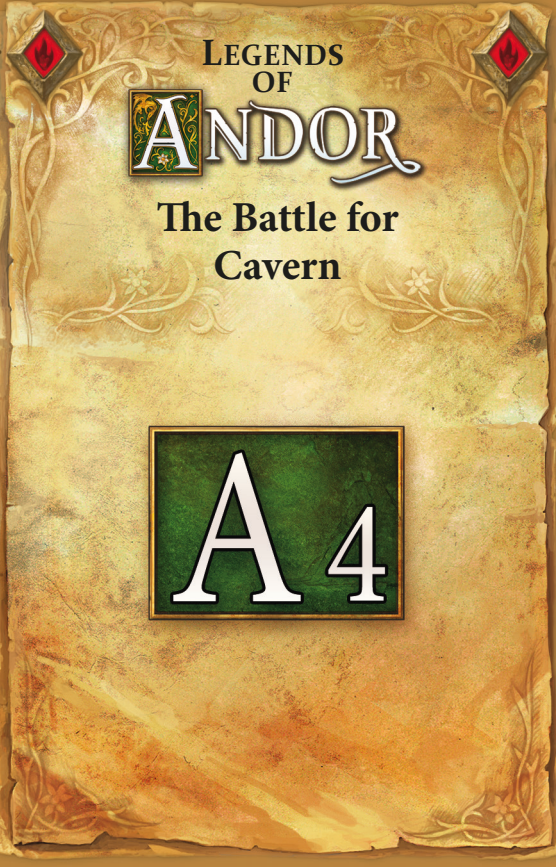
☐ ☐ ☐ Place gors on spaces 3, 18, 19, 35, and 36.
Place skrals on spaces 15 and 17.

☐ ☐ ☐ Place gors on spaces 8, 12, 14, 17, and 19.
Place skrals on spaces 13 and 34.

Important: Creatures that reach space 0 simply remain standing there. In this Legend, more than one creature can stand on space 0.
Note: The illustration of the "N" token on space 0 has no meaning in this Legend.

Equipment (except Kram):
Each hero starts with 2 strength points. In addition, 2 strength points and 1 Falcon are allocated to the group. (The hero Kram cannot receive any of this.)

Continue reading on Legend card A4. ➔



- Have the First Light card ready. It will be read aloud when the heroes have ended their first day, before going through the symbols in the sunrise box.
- As a reminder, place a star to the left of the fire symbol in the sunrise box.

Whatever might happen, the other heroes would never leave Kram in the lurch!

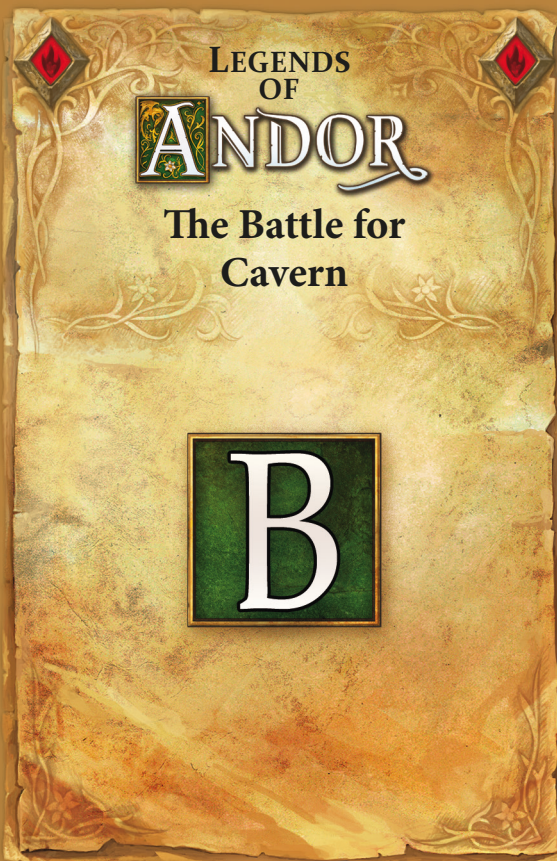
The hero with the highest rank standing on space 60 will begin.

In case you no longer have them handy, here are the rules for Fire Burst and Secret Sea:

In a Fire Burst, a hero rolls three red dice in sequence. He places the first die in the storage space in front of space 10, the second in front of space 20, and the third in front of space 30. The Fire Burst proceeds in the direction of the arrows. Its range corresponds to the number of spaces along the arrow indicated by the roll.

If the hero is standing on one of the affected spaces, he loses willpower points in the amount of the roll. The use of a shield can protect him from damage. Creatures are not affected by a First Burst. In this Legend, a Fire Burst is triggered at each sunrise (see fire symbol).

As soon as a hero enters the Secret Sea, he must end his move there and immediately read aloud the top "Secret Sea" event card.



A roll of thunder shook the mine. The southern mine entrance had burst, and gigantic chunks of rock blocked the exit.

- Place rubble tokens face up on space 71 in accordance with the number of players:
 2 players: all except the 2 "8" tokens (total value = 32)
 3 players: all except one "8" token (total value = 40)
 4 players: all tokens (total value = 48)

Rubble blocks space 71:

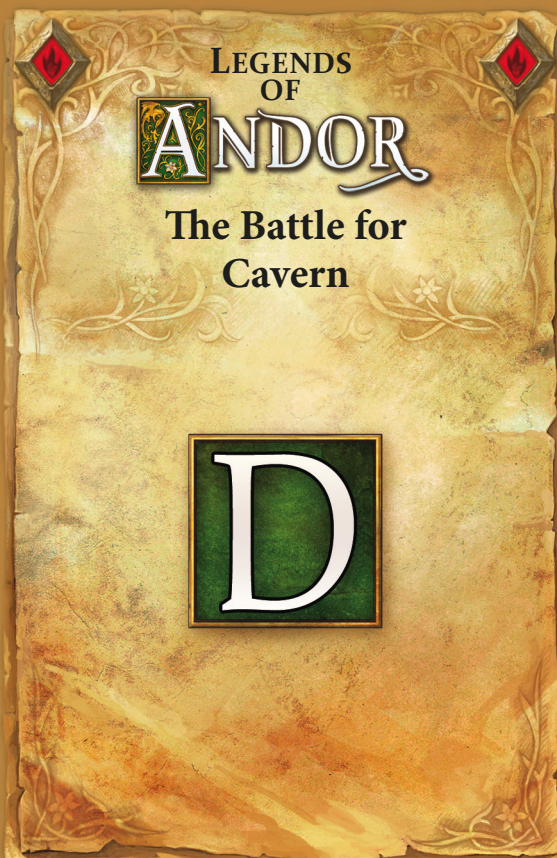
Heroes cannot enter the space with rubble tokens. To remove the rubble, the heroes' battle value must be at least as great as the numbers on all the rubble tokens.

This must be achieved within one battle round. It is not possible (unlike the usual case) to remove individual rubble tokens one by one.

Example: 2 heroes must meet or exceed a battle value of 32 within one battle round. Heroes must remove the rubble tokens from the adjacent space 0. That counts as a "fight" action. Each attempt to remove rubble costs each hero participating in the battle 1 hour on the time track. The removed rubble tokens are taken out of the game. When the rubble has been removed, the heroes may enter space 71.

Info for 5-6 players:

If you are playing with the "Black Herald" game variant, place him with the rubble. He raises the battle value to be attained.



A deep bellowing echoed forth. A troll was forcing himself through the narrow passageways of Cavern.

Roll one black die and one red die and add the rolled values together to determine the position of a troll.

Example:

Black die 12 + red die 5 = space 17

Place an additional troll on letter G of the Legend track. When the Narrator reaches this space, roll a black and a red die once again to determine the position of this troll.



More and more creatures poured forth from the dark edges of the mine. It almost seemed as if they wished to exterminate the entire race of dwarves.

Now roll one red die and read below to see what happens.



Place gors on spaces 4 and 33.
Place a skral on space 11.
Place 1 poison on space 9.



Place gors on spaces 9 and 17.
Place a skral on space 11.
Place 1 poison on space 12.



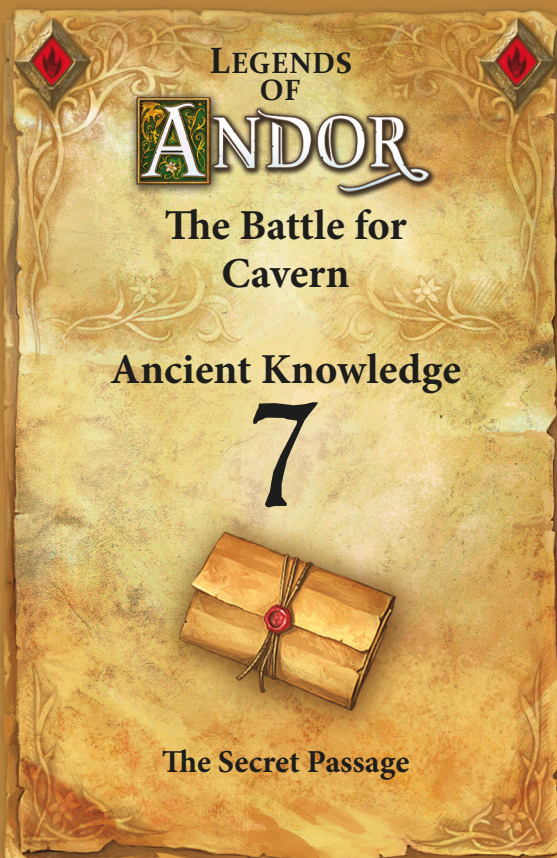
Place gors on spaces 12 and 48.
Place a skral on space 11.
Place 1 poison on space 17.

“Poison” — reminder:

In a battle, the hero uses the poison after rolling and before the reaction of the creature.

It has two effects:

1. If the creature loses, it does not just lose the difference between the two battle values, it immediately drops to 0 willpower points.
2. For a creature defeated with poison, there is no reward. The creature is not placed on space 80, but is removed from the game. The Narrator does not advance on the Legend track.



The Secret Passage:
No dwarf could claim to know all the passageways of the labyrinthine Cavern. So it was all the more astounding that this parchment revealed surprising branches and secret passages.

The bearer of this parchment can move his hero figure to any other space he likes except for space 71. This is a free action (just like using an article), so it does not have to be his turn when he does it.

Important: The “shield dwarves” figure or other heroes may also be moved along in this manner, as long as they are standing on the same space as the parchment holder.

Dwarf history (not relevant to the game):


The most famous secret passageway of all was surely “Nehal’s Passage.” Only very few had ever been fortunate enough to find it. Yet people say that it leads beneath the river from Kreatok’s Forge straight to Krallenfels. They claim that it was dug by none other than Nehal the Dragon.

LEGENDS
OF
ANDOR

The Battle for
Cavern

Ancient Knowledge

8



The Light of the Gems

8

The Light of the Gems:
There was power in the gemstones of Cavern. Every dwarf knew that, but only this old parchment offered evidence of the art required to transform their power into strength.

A hero can surrender this parchment along with a gemstone. Then he gets the value of this gemstone as strength points.

Dwarfhstory (not relevant to the game):

The most valuable gemstone ever found in the mine of the shield dwarves was the "Dragon's Eye."

After the battle for Cavern, this black crystal was found by the prince, polished, and offered as a gift to the silver dwarves of the north.

You can learn more in the "Journey to the North" expansion.




LEGENDS
OF
ANDOR

The Battle for
Cavern

Ancient Knowledge

10



The Hidden Trap Door

10

The Hidden Trap Door:
The dwarves of old had protected their realm in many ways. But it was apparently only in this old parchment that the position of an old mechanical trap door was described.

A hero who is standing on a space in the mine (except for space 0 or 11) can surrender this parchment. A creature standing on his current space will then be removed from the game board. There is no reward for this creature. The creature will not be placed on space 80, and is taken out of the game. The Narrator is not advanced on the Legend track.

Note: If you remove a gor on a parchment from the game in this way, the parchment remains on the space and can be collected.


Dwarfhstory (not relevant to the game):
Even as a young dwarf, Kreatok the master forger was known throughout the mine. His ingenuity seemed to know no bounds. And so it was that he was known as a child prodigy even before establishing his extraordinary friendship with Nehal the dragon. His finely-crafted traps and defense systems brought him special fame.

LEGENDS
OF
ANDOR

The Battle for
Cavern

Ancient Knowledge

11



The Healing Powers of
the Sea

11

The Healing Powers of the Sea:
There were still many dark creatures dwelling in the Secret Sea. Yet this parchment revealed a spell that offered protection from harm and wiped away all weariness.

A hero who enters space 11 and surrenders this parchment will not need to turn over a "Secret Sea" event card. In addition, his willpower points will rise to the highest value indicated on his hero board.

Dwarf history (not relevant to the game):
Long before the dawn of the Era of the Star Shield, a frightful monster named Iriok lurked in the Secret Sea. Iriok belonged to a species of giant octopus that was actually from the Hadrian Sea. No legend reports how Iriok found its way into the mine.

Yet soon enough, the heroes are said to have discovered a related and even more evil creature in the Hadrian Sea. You can learn more in the "Journey to the North" expansion.




LEGENDS
OF
ANDOR

The Battle for
Cavern

Ancient Knowledge

14



The Strength of the Dwarves

14

The Strength of the Dwarves:
It was not just the constant hammer-blows of the dwarvish smiths that hardened their muscles. This parchment revealed another secret behind their former strength.

A hero who surrenders this parchment doubles his strength points for this one battle round.

Dwarf history (not relevant to the game):
Radan was not only said to be one of the strongest dwarves that the realm of Cavern had ever seen. He was also one of the most cantankerous of their leaders. He attributed his deep-seated distaste for men to a fateful sea voyage in which he encountered an evil thief by the name of Jarl Dorr. He had also infected Prince Hallgard with his mistrust.




LEGENDS
OF
ANDOR

The Battle for
Cavern

Ancient Knowledge

17



The Hidden
Weapons Chamber

17

*The Hidden Weapons Chamber:
The creatures had plundered the
weapons chamber. But according
to this parchment, there were
hidden spaces holding yet more
weapons!*

A hero standing in the weapons chamber
(space 27) can surrender this parchment. Then,
the following articles are placed on space 27:

1 x Bow
1 x Witch's brew
1 x Shield
1 x Helm
1 x Telescope
2 x Wineskins

*Dwarfhstory (not relevant to the
game):*

*The shield dwarves were known for
their skill in forging and created all
kinds of excellent weapons. They
owed their name, however, to the four
powerful shields from ancient times
that were created by the dragon Nehal
and the dwarf Kreatok working together.*

LEGENDS
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ANDOR

The Battle for
Cavern



First Light

*Kram awoke slowly. Then the memory of the last few
days returned to him. There had been a great battle.
Fire and smoke. Many shield dwarves had met their
death. He and a few others had gathered around the
wounded Prince Hallgard to bring him out of the
mine. But after that, he could recall nothing. His skull
was in hellish pain, but he was still alive. He stood
up.*

Now set the Kram figure upright.

Kram's equipment:

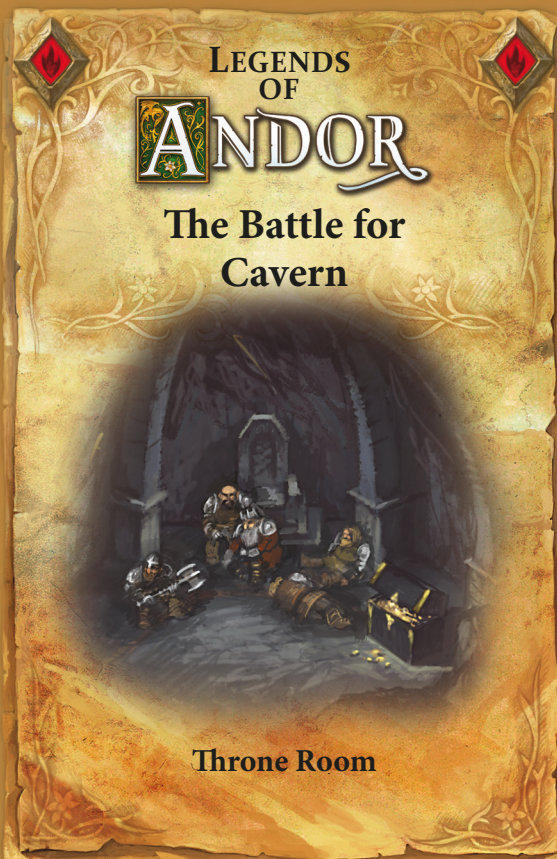
2 willpower points, 4 strength points, one shield,
and one witch's brew.

*Where was the prince now? Had he and the others
reached the southern mine entrance? Or had they
barricaded themselves within the throne room?*

Task:

A hero must enter space 6 before the narrator
reaches space H. As soon as a hero is standing on
space 6, read the "Throne Room" card out loud.
That is where you will learn your Legend goal. As
a reminder, place a star on space 6.

Now carry out the symbols in the sunrise box in the
usual manner.



Only if the Narrator has not yet reached space H is this Legend *not* now lost.
Place the "shield dwarves" figure on space 6.

As one of the heroes reached the throne room, his breath caught in his throat. The prince seemed to be close to death. "Get us out of here," whispered Radan, the prince's oldest attendant.

In this Legend, the "shield dwarves" figure cannot be moved 4 spaces for 1 hour in the usual manner. Instead, a hero can move it along with his figure. The shield dwarves add 4 strength points to those of the hero when they are standing together on a space with a creature. Their strength points also count against the rubble when the figure is standing on space 0.

Legend goal:

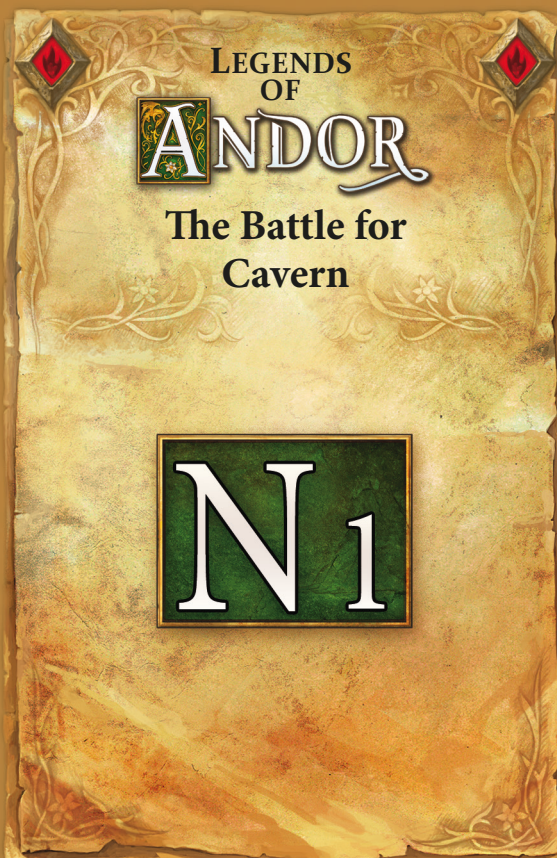
The "shield dwarves" figure must be standing on space 71 before the Narrator reaches space N. If that has happened, the Narrator is immediately advanced to space N.

Important: Each creature standing on space 0 raises the value of the rubble by 1.

Example: With 2 heroes, the rubble on space 71 has a value of 32. Because there are also 3 creatures on space 0, the heroes will have to meet or exceed a value of 35 in a battle round.

Gemstone note:

There is one "Ancient Knowledge" card for which a gemstone is required. In this Legend, picking up the gemstone from space 6 will not trigger a Fire Burst.



The Legend ended well if ...

... the "shield dwarves" figure is now standing on space 71.

The prince of the shield dwarves squinted into the sun. Then he turned to Kram and spoke in the old dwarvish tongue:

... the "shield dwarves" figure is now standing on space 71.

Then he coughed, mustered his last bit of strength, and added:

And with that, Prince Hallgard, son of Hallwort, died, leaving behind a realm in ruin.

Continue reading on Legend card N2. →

The Legend ended badly if ...
... the "shield dwarves" figure is not now standing on space 71.

