

The Legend **ended well** if ... the parchment was brought to space 57 and ... the castle was successfully defended.

*Thanks to the heroes of Andor, the keepers of the Tree of Songs were warned in time and many lives were saved. New hope was kindled in the hearts of the people. But as any student of the history of Andor can attest, this was just the beginning. The heroes were to encounter great challenges again in their very next adventure.*

Do you want to play the next Legend right away? If so, you must take all the figures and tokens off the game board and follow the instructions on the "Checklist" card.

The Legend **ended badly** if ... the parchment was not brought to space 57 or ... the castle was not defended.  
**Try it again!**  
Take all of the figures and tokens off the game board. Set your strength points marker back on "1" and your willpower points marker on "7". The hero with the lowest rank places his time marker on the rooster and his figure in the castle. All the others place their time markers in the sunrise box and their figures on the spaces corresponding to their rank number. Then just start again from point 5 of the Quick-Start Manual!

**Important:** If the parchment, or the hero who carries it, is **on the same space as a creature**, the Legend is **immediately lost**. That also happens if the hero is just trying to pass through the space with a creature on it while carrying the parchment.

*The king concluded his letter with a warning: "I fear that the creatures will try to capture the letter!"*

Place **gors** on spaces **19, 36, and 56** and **skrals** on spaces **54 and 64**.

**Don't forget:** The parchment bearer must take care not to remain standing on a space to which a creature will move at sunrise!

#### Deposit articles:

A hero may deposit the parchment (or gold, or other articles as well in later Legends) on a space on which he is standing — but not through which he is merely passing. From there, it can be picked up again by the same hero or by another one. In this way, two heroes standing on the same space can trade or give as many articles and gold as they like. Strength and willpower points, on the other hand, can never be traded or given!

When you have successfully completed the Legend or have prematurely failed, read card "N" out loud.



#### Battle won?

The gor has 0 willpower points, so the hero wins the battle and immediately gets 2 gold or 2 willpower points. You can divide up this reward however you like (e.g., 1 gold and 1 willpower point).  
*Note: If you ever need a reminder, take a look at the reward allocations on the game board, beneath the strength value on the creature display.*

#### Battle lost?

The hero has 0 willpower points, so he loses the battle and loses 1 strength point (assuming he still has more than 1). In addition, he immediately gets 3 willpower points. Now it's the next hero's turn.

Defeated creatures are always placed on space 80. The Narrator immediately advances 1 letter! New Legend cards may be triggered in the process (see stars on the Legend track).

If the battle ends without a winner (because the hero broke off the fight or has no more hours available), the creature recovers. A creature that is not defeated will have its normal strength and willpower points (see creature display) when it is attacked again.

#### Fighting together

1. The hero whose turn it is invites the heroes standing on the same space with him and a creature to fight together. The time markers of all the heroes taking part in the battle are advanced 1 hour.
2. All heroes taking part in the battle add their strength points together.
3. Then all the heroes taking part in the battle roll the dice in turn, adding each highest result to the collective strength points. This is their collective battle value. Each battle round is started by the hero who issued the invitation.
4. The reaction of the creature proceeds in exactly the same way as it would in a battle fought by a single hero.
5. If the heroes lose, each participating hero loses the full difference in willpower points.
6. In case of victory, the reward is freely shared among the participating heroes.

