

You have probably already noticed that some of the cards in this Legend have two versions — one with a green background and the other with a normal background. That means that you can play the Legend at either of two different levels of difficulty. Just choose which you want before starting the game:

A) If you use the cards with the green background, you will play the Legend at an **easier level**.

OR

B) If you use the cards with the regular tan background, you will play the Legend at a **normal level of difficulty**.

Example: Card A3 below comes in a green version and a normal version. You decide which level of difficulty you want, and return the other A3 card to the box.



Note: If a card does not have a green version, just use the normal version.

Now continue to Legend card A3. ➡

Start by carrying out the instructions on the **Checklist** card. Then, get the following materials ready and arrange them next to the game board:

- “The Witch” and “The Rune Stones” Legend cards, 1 witch figure, 1 horseman figure, “Prince Thorald,” 1 tower, 1 medicinal herb (any value)
- face-down and mixed up: 6 magic rune stones

Finally, place stars on letters C, G, and N of the Legend track.

A gloomy mood has fallen upon the people. Rumors are making the rounds that skrals have set up a stronghold in some undisclosed location. The heroes have scattered themselves across the entire land in search of this location. The defense of the castle is in their hands alone.

Place your heroes on the spaces corresponding to their rank numbers:
dwarf on 7, warrior on 14, archer on 25, wizard on 34

Place **gors** on spaces 8, 20, 21, 26, 48 and one **skral** on 19.

Many farmers have asked for help and are seeking shelter behind the high walls of Rietburg Castle.

Place one **farmer token** on each of spaces 24 and 36.

Now continue to Legend card A4. ➡

Here's a reminder before continuing to Legend 2:

A hero always chooses between two options:

Move or fight

Both cost time on the time track. Fighting costs 1 hour per battle round. Moving costs 1 hour per game board space.

If the hero does not want to move or fight, he can “pass.” That will also cost him 1 hour.

The free actions

- Activate a fog token
- Empty a well
- Pick up or deposit gold/gemstones or articles from or onto a space
- Trade or give gold/gemstones or articles with or to another hero on the same space
- Use articles
- Buy articles or strength points from a merchant

None of these actions cost any hours on the time track. They can also be carried out when it isn't the hero's turn. A hero cannot perform them, however, if he has already ended his day.

Now continue to Legend card A2. ➡

Start by carrying out the instructions on the **Checklist** card. Then, get the following materials ready and arrange them next to the game board:

- “The Witch” and “The Rune Stones” Legend cards, 1 witch figure, 1 horseman figure, “Prince Thorald,” 1 tower, 1 medicinal herb (any value)
- face-down and mixed up: 6 magic rune stones

Finally, place stars on letters C, G, and N of the Legend track.

A gloomy mood has fallen upon the people. Rumors are making the rounds that skrals have set up a stronghold in some undisclosed location. The heroes have scattered themselves across the entire land in search of this location. The defense of the castle is in their hands alone.

Place your heroes on the spaces corresponding to their rank numbers:
dwarf on 7, warrior on 14, archer on 25, wizard on 34

Place **gors** on spaces 8, 20, 21, 26, 48 and one **skral** on 19.

Many farmers have asked for help and are seeking shelter behind the high walls of Rietburg Castle.

Place one **farmer token** on space 24.

Now continue to Legend card A4. ➡