

LEGENDS
OF
ANDOR

The Curse of the Beast
Solo Legend

by
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This legend consists of 48 cards:
This title card, A1-A7, B, C, D1, D2, E, H, J, N,
4, 7-21, 24-26, 30, 31, 49-51, 57, 70-72, 82-85.

A1

This is a solo legend, to be played with a single hero. Follow the steps on the **Standard Setup Instructions** card, but you must choose among the warrior, wizard or archer hero (not heroine). Switch the stand of that hero marker with a gor's and use that **gor** instead as your hero marker.

Place the following material near the game board: all monsters, the dragon, the dark mage, Prince Thorald, the hero markers, 4 black dice, 4 farmers, 3 medicinal herbs, 6 rune stones, 1 poison, 11 gems, 8 boulders and 6 parchments.

Sort the numbered legend cards and make a face-down stack. Place a **star token** on spaces B, C, D, E, H and J of the legend track.

Gather the 15 **monster tiles** and return to the box the tile that places an herb and the 2 tiles that place a wardrak. Shuffle the others and place one tile face-down on spaces B, D, E, F, G, H, I, K and L of the legend track.

Place a **boulder** face-down on spaces **70** and **72** (the tavern). Place a **gor** on spaces **16**, **44** and **64**. Place a **skral** on space **39**. Draw and resolve a **monster tile**. Determine the location of the **3 medicinal herbs** by randomly generating two-digit numbers. Set aside **3 blue gems** and shuffle the others.

Continue reading on legend card A2.

A2

Important: During the game, you will be instructed to place boulders and parchments on the board. Place boulders face-down and parchments face-up. They are just indicators to read legend cards and have no other effect. If you are on a space with a **boulder**, read the legend card with the **number of that space**. On a space with a face-up **parchment**, read the legend card with the **number of the parchment**. Discard the boulder or parchment afterwards. If a card instructs you to fight, you may still perform free actions before the battle.

New rules for monsters:

- To determine the strength of a gor or skral, add the number of monsters of the same kind on space **80** to the normal value. For example, if you have eliminated 3 gors, the next gor will have 5 strength points.
- You may not leave a space with a monster without fighting at least one round of battle (you may still move through a space with a monster).
- **Do not advance the legend marker** when you defeat a monster.

Continue reading on legend card A3.

A3

Fight to the death: When this phrase appears, you may not leave the space until you defeat the enemy. If the day ends during the battle, the enemy does not move and you continue to fight after sunrise without resetting the enemy's willpower, but you lose 1 willpower point for each new round of battle.

Other rules:

- You lose the legend immediately if your willpower is reduced to zero.
- You may not enter the castle until instructed to do so.
- **All 6 golden shields** are used (you lose when the 7th monster enters the castle).
- You may use the falcon once per day to pick up **one revealed** small item **or** all gold from one space, **or** to transport **one** of your small items to a space containing a boulder, parchment or character.
- Each use of a wineskin allows you to move up to **2 spaces** without spending hours.
- Allies reveal all tokens on the space where they stand, but may not carry items nor resolve fog tokens.
- For any instructions dependent on the number of heroes, use the option for 2 heroes.
- The witch's brew costs 3 gold coins.
- Always lose 1 willpower point less than indicated to use night hours (this also applies to events).
- Gems may be carried with gold and spent as gold at the merchants.

Continue reading on legend card A4.

A4

Karg was his name, but often they just called him "Beast". During the day, his strong muscles were useful in the mines of Kreniod, in the North. Every sunset, they took him back to the dungeon and removed the chains. They hurt him with weapons when he tried to escape, and punished him with the whip. Still he tried, from time to time.

One stormy night, good fortune fell upon him: a thunderbolt destroyed the external wall of his cell and he fled into the woods. He ran until he was won by fatigue and stress.

Hours later, he awoke under the aim of half a dozen archers. He roared in anger and agony, determined to not be imprisoned again. The archers readied their bows and he prepared to leap over them, but a beautiful woman raised a hand and said: "Halt! There is something different about this gor. He is not like the others. I see no evil. And he has some... human features. Oh, no! He is a hybrid!"

There was shock but also compassion in the last words. Karg perceived that. He did not recognize any of those people. They were not his enslavers. Maybe they were different. "What are you doing here?", asked the woman, interrupting his thoughts. "From where did you come?"

Continue reading on legend card A5.

A5

He told her about his predicament and fortunate escape. She offered him shelter. Some of the others protested, but sounds of hoofs and distant voices stopped the discussion. His masters were near! "Come with us!", she requested, looking firmly into his eyes. No-one questioned her decision this time. The gor went with the group to the Tree of Songs.

In the days that followed, he lived peacefully among them. He worked to pay for food and shelter, but the work was much lighter than in the mines, and no-one threatened or punished him. Despite some initial caution, they treated him as an equal. They taught him how to use magic, sword and bow, and even how to work with their falcons. He was eager to learn, but he realized that he could not excel in everything.

The name of the woman, their leader, was Eloyna. One day, she came to him and said, all of a sudden: "There is a strange aura around you, something magical emanating from your body. You are no ordinary being. Your destiny might be of great glory... However, something unexpected happened. Something that changed the way things should be... Something that you will not tell me."

"My entire life has been spent in slavery", replied Karg. "There is nothing else about my past."

Continue reading on legend card A6.

A6

When she asked him about his childhood, he slowly repeated the word, intrigued, and then responded that he had never been a child.

"Then you must have been created by magic!", deduced Eloyna, uncertain. "That is the most logical explanation, but... created for what? Just to serve as a slave? I do not think so. Anyhow, what matters is that you are at a turning point now. You can still achieve the glory to which you were destined, but I sense that it will also bring you great sorrow."

"Greater sorrow than I have already experienced?", he asked. Eloyna did not respond. That night, he could not sleep.

In the morning, a man returned from the Northern border of the forest with worrying news: horsemen from Kreniod were talking about a fugitive slave that they were hunting, a beast hiding in the heart of the Watchful Forest, maybe even under the shadow of the Tree of Songs. Not wanting to endanger Eloyna and her people, Karg decided to leave. She gave him provisions and a wineskin, and told him to take whatever he needed. He accepted the gifts and said farewell.

Continue reading on legend card A7.

A7

Place your marker (**gor**) on space **57** (Tree of Songs). Place **1 gold**, **1 wineskin** and **1 item of your choice** from the merchant inventory (except witch's brew) on the proper spaces of your hero board.

Place the horsemen (**Prince Thorald**) on space **60**. Treat the horsemen as a monster. At sunrise, they move twice, at the same time as wardraks. If they ever enter a space adjacent to yours, or if you end your movement on a space adjacent to theirs, they immediately move to your space, unless it contains another monster. You cannot leave the space occupied by the horsemen (and vice-versa) until you defeat them. If they reach the castle, remove them from the game and place a **gor** from the reserve on the golden shield instead.

The horsemen have **6 strength points** and **10 willpower points**. They roll red dice according to their current willpower (3 at the start) and add identical results if it benefits them, just like other monsters. The reward is **6 gold/willpower**. Set this card aside for reference.

Legend Objective: Find out about Karg's past.

B

Shortly after sunrise, Karg heard a rider approaching. He was startled at first, but soon recognized the attire of the archers of the Watchful Forest. The rider delivered a message from Eloyna. Although he did not remember to have ever learned how to read, Karg took a look at the scroll. Amazed, he saw all those strange symbols combine to form words in his mind.

The body of the message said: "I have worked in deep meditations to see into your past. Eventually, I had a vision. Or maybe it would be more appropriate to say 'glimpse'. I saw a man, a woman and a young lad. There was a great spell and great suffering. But that was not the spell of your creation. You were already there, already in chains. I could recognize the woman as a younger Zarintya, the sorceress who lives in the Forgotten Tower, in the mountains. In some way that I cannot explain, she is linked to your past. If you want to seek her, you should know that the tower is nearly inaccessible by regular travel, but there used to be a hidden path in the mine of the Shield Dwarves."

The idea of visiting a mine made Karg cringe, but he understood that it might be the only way to his unknown past. He learned that Fate could be cruelly ironic at times.

Place a **boulder** on spaces **71** (the mine) and **83** (the Forgotten Tower).

C

Another message from Eloyna arrived. This time, knowing that Karg could read, she used a falcon to deliver it. The message was: "Monsters have roamed the countryside again, for some time now, but recently my scouts have reported an increasing number of them in our forest. Know that I have not forgotten you and will help as I can, my dear friend, but it is my duty to defend the Watchful Forest. They head to Rietburg Castle, and I sense something sinister is happening there. Stay away from the castle! These are ominous times, and King Ardgarn is a dangerous man."

Place a **gor** on spaces **52** and **61**. Place Eloyna (**archer heroine**) on space **57** (Tree of Songs).

Eloyna is an ally and follows the normal ally rules with two important exceptions: as an archer, she may aid in battles on adjacent spaces, but **she may never leave the Watchful Forest**.

D1

That morning, Eloyna came to Karg in person. What she had to say was too important to risk the message not to be delivered. She spoke:

"In meditation, I have tried to walk deeper into your past, but to no avail. I could only see the same faint, disperse images of those same people and feel powerful magic. And evil. Then I changed my focus. I concentrated on the boy. In my sleep, my efforts were rewarded: I saw him in a dream and he was growing older. Years became seconds. As he changed, I sensed that his soul became darker. Evil grew... with him, around him and inside him. His image became more familiar and I eventually recognized his face. He was King Ardgarn! He continued to change until the image matched his present appearance. I'm afraid that you will have to meet him some time... again. But you are not ready yet."

Karg listened, absorbing the words with care. He wanted to know more, but Eloyna had discovered nothing else. She told him, however, what she knew about the king.

"He was the only son of King Balvius", she started. "At the age of 15, Prince Ardgarn mysteriously disappeared. He returned months later, by the hands of a woman, rumored to have been the first love of King Balvius, when he was still a prince."

D2

"There were suspicions and accusations against her, but the young Ardgarn confirmed her story. She had found him in the woods, weak and sick, almost dead, after having escaped from his captors. She had cured him, saved his life, and they had become very close. He wanted her to live in the castle. I do not know if King Balvius was happy with the idea, and Queen Junessa certainly was not, but he accepted it. It is said that the young prince was never the same again. Less than one year later, with the aid of the woman, he plotted against the life of his own father. They failed, were caught and condemned. She was executed, but King Balvius, in attendance to the pleas of the queen, spared their son, who was banned from Andor forever. That was his biggest mistake. Seven years ago, and thirteen after his banishment, Ardgarn, having followed the dark ways of Necromancy, returned with an army of undead, killed his father, took over Rietburg Castle and crowned himself king. The keepers bravely defended the Watchful Forest. Many lives were lost – too many – but Ardgarn has left us alone for most of the time. Until now."

Eloyna sighed and asked Karg to accept another small gift to aid him in his journeys. Then, wishing him the best luck, she rode away into the woods.

Choose **1 small item** from the merchant inventory (except witch's brew) and place it on your hero board.

E

The falcon visited Karg again, and he was anxious to know what revelations Eloyna had this time about his past. But the message was instead a warning about his future. It read: "The Bones Lair is occupied again by a dragon. I do not know what the dragon intends, but it apparently does not stray away too much from the cave. Do not ask me to explain, but I have a feeling that your way and the dragon's are crossed. If you have to fight against it, you must be well prepared. Maybe I can help. The rune stones are powerful if you have three different ones, as you must know, but two of a kind can be truly formidable against a dragon. I can unlock their power, if you bring them to the Tree of Songs."

Place a **boulder** on space **57**. If **Eloyna** and **2 rune stones of the same color** are ever together on space **57**, immediately **read legend card 57** (even if you are not there).

The message ended with an unrelated note: "I'm afraid I have more bad news. It has come to my knowledge that a nasty troll has taken residence under the Market Bridge and is demanding payment from all travelers. Be careful."

Place a **troll** on the **bridge** between spaces **38** and **39**. You may attack him from either space. This troll has **16 willpower points** and never moves. You must pay **1 gold** every time you or an ally cross the bridge. Put the gold on the bridge. If you defeat the troll, that gold is added to the reward. Set this card aside for reference.

J

Karg looked up to the sky, as he had become accustomed to do every morning, searching for the familiar shape of Eloyna's messenger. The falcon came one last time with more news:

"I received a message from my spy in the castle, telling of an ancient magical artifact in possession of King Ardgarn that allows him to control monsters. This is what drives the monsters toward Rietburg Castle. Fortunately, from what I have seen, you have not been affected so far. I have always known that you were different. But do not assume that you are immune. Try to stay away from the artifact. My spy described it as a golden medallion with runes around a large onyx, and Ardgarn calls it the Talisman of Dark Faith. In any case, it seems that the king is amassing an army of monsters. If he succeeds, I fear that soon all will be lost."

On that same day, the Shield Dwarves mourned the death of one of their most prominent heroes: Gilendar Thunderaxe, also known as "Gor Slayer", who had fallen victim to a surprise attack by a wardrak.

Place a **wardrak** on the space where Gilendar is and remove him from the game. If he was on space **83**, place the wardrak on space **71** instead. If you have not hired him, just remove the **boulder** from space **72**.

H

Karg met a traveling merchant who offered him an unusual item.

"You!", the man exclaimed. "I heard stories about you at the Dead Horse Inn last night. 'The gor who is not like other gors!', they said. 'The gor who kills other gors!' Listen, I have something very special for you." He took a large blue gem out of a pocket and held it before his nose. "This is one of the legendary Sapphires of Celestial Light", he explained, "enchanted by the ancient Valdarians to fight the necromancers of Sor-Kazur. Very rare! Very powerful against the undead! You just have to rub it in their presence to defeat them. If you go anywhere near Rietburg Castle, it may be extremely useful."

The gem had a strange glow inside and was certainly magical, but Karg was unsure of its usefulness, and the price, even after some bargaining, was high. But the merchant also had other goods, including a surplus of wineskins that he was selling cheap. Karg pondered about the best manner to spend his money.

You may buy **1 blue gem** for 5 gold coins, up to **3 wineskins** for 1 gold coin each, and other items from the merchant inventory (except witch's brew) for the regular cost of 2 coins.

N

You win if you made King Ardgarn drink from the crystal vial.

The changes happened quickly in Rietburg Castle. The next day, the undead were allowed their final rest. By the power of the talisman, the remaining monsters were commanded to leave Andor forever. A falcon delivered a message from the king to Eloyna, telling the good news. He joined her in a big celebration under the branches of the Tree of Songs. King Ardgarn was literally a new man, and the friendship between Eloyna and the former Beast could now grow into something more. There was much work to do, but together they would rule Andor with wisdom and benevolence for many years to come.

You lose if:

- a monster entered the castle when all 6 golden shields were occupied, or
- Karg's willpower was reduced to zero, or
- the legend marker reached the space N and you did not fulfill the legend objective.

All hope of ending the tyranny of King Ardgarn was lost. Ha amassed a powerful army and eventually defeated the keepers of the Watchful Forest, bringing a long age of darkness to the entire Andor.

4

Karg finally reached the mad wardrak near Rietburg Castle. It was too late to help the poor farmers, but not to avenge them and fulfill the quest given by the dragon. Drool dripped abundantly from the bloody jaw and there was an eternal hunger in the single eye. A huge, deep scar crossed the place where the left eye had been. That entire flank was covered in burn marks, and the flesh seemed to have melted in places. That was possibly the reason for its fury, but Karg did not have time to think about it. The monster leaped over him with a loud and crazy scream.

You must attack the wardrak now. This is a **fight to the death**. This wardrak has only **6 strength points** but attacks with an **extra black die** (3 dice at the start of the battle, 2 dice after it takes damage) and adds all identical results. The reward still is **6 gold/willpower**. If you win, **read legend card 25**.

7

Only read this card if you are adjacent to the mountains where the dragon is.

When he looked up at the mountain wall and spotted the dragon soaring high, Karg raised the wardrak's head and called. The dragon descended fast and landed heavily on a big rock that sprouted from the face of the mountain.

"The mad wardrak is dead", Karg hurried to say, tossing the monster's head on the ground. It rolled until it was stopped by the enormous paw of the dragon, which came down from the rock. Karg noticed a sparkle of reflected light on an object that hanged in a golden chain from a claw of the other front paw. It was a crystal vial that the dragon carefully opened and deposited on a flat stone. He scratched his left arm and let the blood drip into the vial until it was full.

"You are worthy indeed", he finally spoke, with genuine admiration. "Take it and find your lost humanity, if that is your desire."

Karg contemplated the vial and smiled with hope, glad that the dragon kept his word. The dragon flew away, not to be seen again for a long time.

Place the vial of dragon blood (**poison token**) on your hero board. You must always carry it with you, but it does **not** occupy an item slot. Discard the **parchment** from space **84** and remove the **dragon** from the game.

8

Only read this card if you decided to attack the dragon. Place the dragon on space **84** (if it is not there already).

"I'm sorry", Karg said to the dragon, "but I'm not going on any quest for you. Give me some of your blood now or I will take it from your dead body!"

The dragon seemed disappointed, even sad, when he replied: "And I am sorry that you did not take my offer. Now, you give me no other choice but to kill you like those pesky knights. So be it." And then the fight began.

This is a **fight to the death**. The dragon has **14 strength points and 20 willpower points**. He attacks with **2 black dice** (1 when his willpower is below 7) and adds identical results. The reward is **8 willpower points** (not gold).

If you win, **read legend card 9**.

9

After a long and arduous battle, Karg emerged victorious. The colossal dragon fell, roaring in agony and shattering rocks. Karg was covered in the dragon's blood, but he needed a better way to carry it with him. He rested briefly and decided to investigate the cave further. Some tree roots that came from the ceiling were burning with the dragon's fire. Karg climbed the wall and broke one of them to use as a light source. It would not last long, but he did not have to walk much to find the dragon's hoard.

Among the gold and gems, there was a crystal vial filled with some liquid. A golden chain was attached to a ring around the neck. Putting the improvised torch aside, Karg removed the lid and felt a strong odor. He cautiously took a sip and promptly spit the bad-tasting liquid. He was not familiar with perfume. He poured it on the floor, took what he could carry and went back to the dragon's corpse, to fill the vial with the blood that ran from one of the many wounds.

Karg hung the vial of dragon blood on his belt, feeling hope as never before. If he could slay a dragon, no man – not even a necromancer king – would stop him from taking back what belonged to him.

Place the vial of dragon blood (**poison token**) on your hero board. You must always carry it with you, but it does **not** occupy an item slot. Remove the **dragon** from the game. You gain **5 gold, 1 blue gem and 1 random gem**.

10

If you are not carrying the **herb with the number 3**, stop reading this card and leave the parchment in place.

Karg gave the rare herb to Zarintya. She smiled and said in a low, soothing voice: "Thank you! I do not dare hope that you will forgive me someday, but I'm grateful that you trusted me to amend things. You will recover your rightful place, I swear it."

Karg did not respond. Zarintya asked him to wait while she prepared the potion. He was left alone and tried to relax, but there was just too much in his mind. Less than an hour passed, but each minute was like an hour to him. Finally, Zarintya appeared at the doorway, holding a flask with a blue liquid, an optimistic smile in her face. She filled a cup with the potion and offered it to Karg. "Drink this now", she asked, "and let go of your pain."

Karg was still worried about her true intentions, but it was too late to go back. He had made a choice, and the herb was gone. He drank. He soon started to feel a little dizzy. Zarintya took him to a couch and sat with him. She pulled him toward her and he rested his head on her lap. "What... what is this place?", he sputtered, confused. "Who are you? Who... am I?"

Zarintya smiled again and comforted him, caressing his neck: "Do not worry, my child. You have been through too many troubles. But it is all right now. I'm your mother. And you are my dear, poor child. Evil men chase you and I'm afraid that I cannot hide you much longer. Sadly, we must depart. But I will send a message to your uncle Guntag, and he will take you to a better place. You will be safe there, in the Northern lands of Kreniod. Now rest."

Advance the legend marker to space N.

12

Seeing that Karg's only response was to menacingly show his teeth, she asked, doubtful: "Has Ulnar promised you to return your body? Do you still believe him?"

"And why should I believe you?", he retorted.

She shook her head and turned her back to him, as if unable to look him in the eyes, and her voice sounded deeply sad when she answered: "Please understand: I am a mother. I could not bear seeing my child, conceived with love, live as a cursed creature, shunned by all the people. I wanted to give him the life that he deserved. And in doing so, I know, I ruined another life. But since then, I have been tormented by remorse. And you... I gave birth to your physical form. You are still my child, too. As much as it pains me to do it, I will repair my error."

Karg was confused. She had made practically the same offer as Ulnar, but she did not mention dragon blood. Maybe Ulnar just wanted to get rid of him, expecting that he would be killed by the dragon? Might Zarintya be sincerely regretful?

To accept her offer, place the **parchment 10** on space **83**. You may **read legend card 10** only if you bring the **herb with the number 3** to this space. Before completing this quest, you may always change your mind and take the herb to Ulnar instead.

To outright refuse her offer, **read legend card 13**.

11

Karg entered the Forgotten Tower determined to make Zarintya pay for all the suffering that she had caused him. She noticed the deep hatred in his eyes and asked: "What happened? What disturbs you, my dear child?"

"Save your false words, monster!", Karg roared. "Ulnar has told me the truth. You are responsible for my disgrace. You have cast the spell that imprisoned my soul in this cursed body."

"No! I did not have such power", she denied. "Ha! How do you think that he knew of your story?"

"It was... Ulnar", said Karg to himself, shocked. "Of course! He was the man in Eloyna's vision!"

"He is the one who deserves your hatred", stated Zarintya.

"I will decide what to do with him later", affirmed Karg, thinking that it would probably be better not to question Ulnar until he fulfilled his promise. "Nonetheless, he did that under your request. Give me a good reason not to rip your throat right now!"

"I can undo the spell, if you only bring me a special herb", offered Zarintya, in a casual way. "I may be able to use the magic of this blue gem in my necklace as a replacement for the stolen amulet."

Continue reading on legend card 12.

13

"No", Karg said. "I do not trust you. Power was what you ever wanted. You speak of love, but you attempted to murder King Balvius, the father of your son. My father! And you were executed for it. You are an aberration among the living, and the grave is where you belong."

She turned around to face Karg again, but she was changed. There was fire in her eyes and her skin was like stone. Her long hair and dress were moving with a wind that came from nowhere. Lightning bolts were coming out of her fingertips. The rune stone in her pendant was glowing intensely with its own light. Karg understood that she had been talking only to gain time to conjure her elemental magic.

You must attack her. This is a **fight to the death**. Zarintya has **6 strength points and 10 willpower points**, with a reward of **4 gold/willpower**. She attacks with **2 black dice** (1 if her willpower falls below 7) and adds identical results. Given her stone skin, all damage she suffers is halved (rounded down). Every time you win a round of battle, you may attempt to grab her pendant instead of dealing damage. In that case, roll one hero die. If the number rolled is equal to or lower than the amount of damage (already halved), you succeed and instantly win the battle. If you fail, you cause no damage and must keep fighting.

If you win the battle, **read legend card 16**.

14

If you are not carrying the **herb with the number 3** and the **vial of dragon blood**, leave the parchment in place and stop reading this card.

Karg entered the cabin abruptly, startling Ulnar. The old man took the vial of dragon blood and the magical herb in his hands, exclaiming truly amazed: "Good! Very good! You made it!" He then gathered some pots with other herbs and ingredients that Karg could not identify. Ulnar grinded them all together and put them into the vial of dragon blood, mixing everything with a spoon. Then he gave the vial back to Karg, while putting on a very old and dusty wizard's robe.

"Now, let's go! The next part must be performed in a place of ancient magic", he continued, walking to the exterior. "I suggest that we go to the Claw Rock, toward the source of the Narne."

"Wait!", Karg said, grabbing his shoulder. "How can we lure Ardgarn out of his castle to this Claw Rock?"

"I have no idea", answered Ulnar, shaking his head. "Oh!, don't worry. We don't need him there. The spell is actually for the mixture in the vial. It will be triggered when two individuals drink it – in a short interval, not too far apart. Of course, you will have to take it to King Ardgarn."

Continue reading on legend card 15.

15

Karg grunted in acquiescence. "Do not stray away too far!", he advised when the old mage left the cabin. "There are monsters everywhere."

Discard the **herb with the number 3**. Place a **boulder** on space **30** (Claw Rock). Place a **troll** on space **48**. Draw and resolve a **monster tile**.

From now on, Ulnar is an ally, but he may not move to or through any space occupied by a monster (you may still pay for him to cross the bridge with the troll). If a monster enters or appears on the space where Ulnar is, he runs away to his cabin: place him back on space **49**.

Legend Objective: Take Ulnar to the Claw Rock and perform the ritual.

16

Zarintya lied dead on the floor in a pool of blood, but Karg did not rejoice in his victory. He felt strangely depressed. In a sense, as she had said, Zarintya was still his mother.

Place the last **rune stone**, a **blue gem** and a **wineskin** on space **83**. Remove Zarintya from the game.

Karg decided to explore the tower and saw a strange red glow behind a closed door. It was not locked and he pushed it gently. In the center of the room, there was a strange disc of light, where images of various places in Andor flickered one after another. He noticed that he could retain or change images just by focusing his thoughts, but he did not have full control. He was puzzled at first, but somehow he eventually realized that he was in front of a magic portal.

Place a **star token** in a red stand on space **83** to represent the portal. As with rune stones and medicinal herbs, randomly generate 3 two-digit numbers for the portal exits. The first digit of all spaces must be different (reroll as needed). You may now move to one of those spaces as if they were adjacent (but not back, it is a one-way portal). Every time you or an ally enter space **83**, roll the dice again to generate new exits. You may still use the path to the mine.

17

Karg approached the gates of Rietburg Castle, pretending to be an ordinary monster attending the call of King Ardgarn. He noticed some suspicious looks. Maybe his emotions were betraying him, maybe it was his odd appearance. He managed to pass through the gates without being disturbed and tried to avoid the monsters inside the castle. Fragments of long lost memories came to his mind, guiding him through the halls that he once knew. There was a palpable tension whenever other monsters were near. His half-human heritage still protected him from the influence of Ardgarn's artifact, and maybe they could perceive it.

Attribute numbers from 1 to 6 to the golden shields, from left to right, starting with the top row. Roll 3 red dice. If you roll any identical numbers, reroll all 3 dice until all numbers are different. Move the monsters on the corresponding golden shields to space **0**.

If you moved any monsters, **read legend card 18**. If those golden shields were empty, **read legend card 19**.

18

Karg suddenly realized that the monsters in the castle were no ordinary gors, skrals, trolls and wardraks. He saw the blank eyes and felt the smell of rotten flesh when he was attacked. King Ardgarn had not only been recruiting monsters: he was killing them and raising them from death. As undead, they were more powerful, and he would still have total control over them in the case that his artifact failed.

Fight the monsters on space **0** one after another, from left to right on the monster display. Each battle is a **fight to the death**. These undead monsters have **4 additional willpower points** and roll **1 black die** instead of their regular dice. This includes **wardraks**, but they have **12 strength points**. Gors and skralls still add the number of eliminated monsters of the respective type to their strength. **All rewards are halved**. You may discard **1 blue gem** at the start of each battle to gain a bonus of **4 points** to your battle value until the end of the battle. If you win all battles, read the next section.

Victorious, Karg looked around, concerned that the sounds of the battle might have attracted more enemies. But he was alone. He leaned against the wall for a moment to recover his breath and then proceeded with extra care.

Continue reading on legend card 19.

20

But some strange force hit Karg with the power of a lightning bolt. He raised his arms and held his head in excruciating pain. His legs were heavy like stone and he felt an invisible pressure forcing him down. Then he saw the golden pendant hanging from a heavy chain around the king's neck: the Talisman of Dark Faith. The big onyx in the center was a hole of infinite darkness surrounded by glowing runes. Karg felt like his mind was being sucked into that darkness. He saw Ardgarn's distorted grin and heard a whispered word, a command coming out of those lips: "Kneel!"

Roll **3 red dice** and subtract the highest result from your **willpower points**. You may use a shield to eliminate 1 die before selecting the result.

Karg was losing control of his muscles, and his legs started to flex. He clenched his fists with such strength that his claws perforated his own hands and blood started to drip. The king calmly put on the crown and repeated, more incisive: "Kneel!"

Roll **3 red dice** and add their values. If the total is lower than your **willpower**, read **legend card 21**. Otherwise, if the day has not ended, you may **spend 1 hour** to reroll as many dice as you want (all at once), losing **1 willpower point** per rerolled die. You may repeat the process as long as you have hours and willpower to spend. If the sum of the dice is ever lower than your current willpower, **read legend card 21**. If not, Karg loses the battle of wills and becomes a slave: advance the legend marker to space **N**.

19

Karg found shelter in a shadowed alcove. He could be safe there and rest for a while, but he knew that time was running.

Before continuing the search for the king, you may use items, attack monsters outside with a bow, or just wait, but you may not leave the castle. If the day ends, resolve the sunrise normally. When you are ready, **spend 1 hour** and read the next section.

In his way to the royal chambers, Karg walked across a balcony that hanged over the throne room. He looked down and saw the lonely man in dark robes sitting on the throne, one hand supporting his chin, the other resting casually on a golden crown. It was the king! Karg looked around, doubting his own luck and expecting to be attacked at any time, but he saw no-one else.

Place King Ardgarn (the **hero marker** matching your hero board) on space **0**.

Karg took a deep breath and jumped from the balcony, landing in the middle of the room. King Ardgarn was surprised and confused for a moment, and then scared when he recognized the creature that moved with haste and fury toward him. The Beast would not give him time to react.

Continue reading on legend card 20.

21

"No", Karg spat between his teeth. Slowly but steadily, he climbed the stairs to the throne. He painfully stretched his hand for the talisman and saw fear in the enemy's eyes. Noises from behind and a sudden stench announced the arrival of undead monsters, but that only strengthened Karg's resolve. His claws ripped cloth and flesh as they clenched around the medallion. He pulled it with a thundering roar, breaking the chain. The monsters stalled, caught between its power and the necromancer's will. Karg rapidly opened the crystal vial and let the blood flow from his palm into the potion, before pressing the border against the wounds in the king's thorax. The Beast drank a good sip and forced the vial on the mouth of the terrified, struggling man. Karg had to drop the talisman, but the potion found its way down the king's throat.

In a confusing and painful mixture of memories and sensations, two souls were stretched and twisted by powerful magic. Then, through a misty veil, Karg saw his own image looking back at him in anger and despair. It moved to attack, but it was held by the hands of the undead. He realized that the spell had worked! His vision cleared and he looked at his hands. Human hands! The talisman was lying at his feet, uncontrolled, but as the necromancer, he commanded the undead. The monster still struggled and was about to be killed, but the king ordered otherwise. A lamenting roar echoed through the halls as the creature was dragged to the dungeons.

Remove the gor. Advance the legend marker to space **N**.

24

Tracking the mad wardrak was easy, and soon Karg faced a creature that was somehow more terrifying than the dragon. Drool dripped abundantly from the bloody jaw and there was an eternal hunger in the single eye. A huge, deep scar crossed the place where the left eye had been. That entire flank was covered in burn marks, and the flesh seemed to have melted in places. That was possibly the reason for its fury, but Karg did not have time to think about it. The monster leaped over him with a loud and crazy scream.

You must attack the wardrak now. This is a **fight to the death**. This wardrak has only **6 strength points** but attacks with an **extra black die** (3 dice at the start of the battle, 2 dice after it takes damage) and adds all identical results. The reward still is **6 gold/willpower**. If you win, **read legend card 25**.

25

The fierce wardrak was finally dead. Karg pried its head with his bare hands, roaring in triumph. Looking at the sky, in the distance, Karg thought to have seen a large dark shape above the Skral Mountain for a moment. He wondered if the dragon had come to see his fight.

Place the **parchment 7 face-down** on the space where you are. It represents the wardrak's head. You may pick it up and carry it in a slot for small items, but it is too heavy to be transported by a falcon.

If the **dragon** still is in the game, place him on the mountains, on the large unnumbered space that encompasses the monster display. You may deliver the wardrak's head to the dragon from any adjacent space (37, 39, 40, 41, 43, 45 etc.) by discarding it face-up to **read legend card 7** (number of the parchment).

If there is at least one **farmer** left on the board, **read legend card 26**.

26

Exhausted, Karg did not notice when a few peasants approached in timid steps, until a young girl spoke: "You killed the monster! You saved us."

Karg turned around slowly and tried not to look menacing, but a fearful man, holding a fork with trembling hands, told the girl: "Don't get closer, Amberina! He is also a monster. Who will save us from him?"

Karg sighed and responded: "I do not want to harm you. I came for the wardrak. Now, if you allow me, I will just leave."

"Forgive my brother", asked the girl, stepping forth. She smiled and explained: "We had never seen a gor that was not a threat to us, nor one that fought wardraks. We must all be grateful for what you did here today. Please accept a small token of gratitude." She was no older than 12 years but showed no fear. She walked toward Karg. The other peasants were still suspicious, but they did not try to stop her. She got very close and slowly stretched her hands to touch his face. He felt a strange and warm energy emanating from them. His pains diminished and eventually vanished. He understood that she had the gift of healing. He thanked her for not fearing him.

You gain **1 strength point and 10 willpower points**. Remove the **farmers** from the game.

30

If Ulnar is not on space **30**, leave the boulder in place and stop reading this card.

Ulnar took the crystal vial from Karg again and walked to the Claw Rock. He raised the vial to the sky, singing ancient chants. The mixture started to stir, changing colors. Images from the past came to Karg's conscious mind, suddenly released from the pit of forgotten memories. He remembered it! He was just a boy and the Beast was chained to a trunk near that same rock, while a younger Ulnar sang the same chants. The boy's hands were tied and Zarintya held a dagger against his neck. Mystical energies – both in the past and in the present – rose from the ground and spiraled up to reach the vial. Ulnar stopped chanting and shouted words that neither the boy nor the Beast could understand. The vial glowed intensely for a moment and everything became quiet again. The present Ulnar walked to Karg and spoke, taking him out of his remembrances.

"My job is done. When the time comes, you will only have to add a few drops of blood of the two concerning individuals – King Ardgarn and yourself – to the mixture. Both must drink it. And the magic will happen. Oh!, I almost forgot... The exchange of souls can only happen during the full moon. You do not have much time left."

Continue reading on legend card 31.

31

Karg nodded. After a short pause, he asked: "Tell me, Ulnar... Why are you helping me? Weren't you who made me this monster?"

Ulnar became pale. "Yes, it was me", he uttered, after long seconds, with sweat all over his face: "I was young and foolish. And Zarintya was not only very beautiful, but there was something... magical about her. I had to do it... Forgive me, please! I'm trying to repair my error!"

"No, I cannot forgive you", responded Karg. "But I will spare your life – at least until I see if this spell works. Now, get out of my sight, before I change my mind and take the flesh off your bones!"

Ulnar promptly obeyed. Karg climbed the Claw Rock and saw the shape of Rietburg Castle in the distance. He was too far to see them, but he knew that undead soldiers guarded its walls and monsters continued to walk toward its gates. Entering might be difficult, but he was a monster, too. Perhaps he could pass unnoticed, despite his half-human heritage.

Remove Ulnar from the game. Place the **parchment 17** on space **0**. You may now enter the castle.

Legend Objective: Take the vial to the castle and make King Ardgarn drink from it.

50

"Spell? Which spell?", Karg wanted to know. "You mean the curse cast by Ragnor?"

"No", answered Ulnar. "Come inside my humble refuge and I will tell you." Karg accepted the invitation to enter and sit but refused the beverage offered by Ulnar, suspecting that it might be poisoned.

"What Zarintya told you is mostly true", continued Ulnar, "but that is only a part of the story. She wandered through many lands, for many years, looking for a cure for the curse, but she eventually found an alternate solution: an ancient spell to exchange souls! In the meantime, her former lover Prince Balvius had become king. Enchanting the palace guards, she managed to kidnap his 15-year old son, Ardgarn, and the spell was cast. Two souls changed places, but their lives were connected forever. When one died, the other would die, too. For this sole reason, the beast was kept alive, and sent back to the dungeons of Kreniod, while Zarintya returned to Rietburg with the prince."

"You are saying that I am... or was... this Ardgarn?", Karg asked. "But there is something wrong. The woman who took him back was executed for plotting to kill the king. She could not be Zarintya."

"She used a different name then, but she was that woman", stated Ulnar. "It was not without a reason that Ardgarn has become a necromancer. He wanted to give life back to his mother, and he succeeded. She is no animated corpse. She has actually been resurrected! And, believe me, you mean nothing to her, for her real son lives now in Ardgarn's body. She would not lift your curse, even if she could. Unfortunately, nobody can."

Continue reading on **legend card 51**.

49

If Ulnar (**dark mage**) is still on the **legend track**, Karg arrived too early and did not find him; leave the boulder in place for now and stop reading this card.

On the location indicated by Zarintya, there was just a wooden cabin. An old man came out of it as Karg approached. Karg asked for the warlock called Ulnar. "That's a name that I haven't heard in many years", said the man, raising his weary eyes to look at the Beast. Suddenly, fear took on his face. "No! It cannot be... Please, I'm just an old man, don't kill me!"

"You are Ulnar, aren't you?", inferred Karg. "Give me what you took from my mother and I may let you live."

"Your mother?", repeated the old man, surprised. "You mean... Zarintya? I have not taken anything from her."

"Don't play games with me!", Karg advised, irritated. "Give me the amulet that you stole from her!"

"No, no games", agreed Ulnar. "I don't know what she told you, but Zarintya is treacherous and deceiving. Now... let's talk. Why don't you just retell her story, to start?"

Karg was becoming impatient, but he had a feeling that he should listen. The man did not look threatening and had not attempted to cast any spells. Karg told him of the meeting with Zarintya. Ulnar paused for a while and said: "You do not remember what happened to you!... Well, it may be a consequence of the trauma caused by the spell."

Continue reading on **legend card 50**.

51

"But there must be a way to reverse the spell of exchanging souls", said Karg.

"No", replied Ulnar. "But it could be... cast again. The preparation requires a few items that I happen to have around, but also two hard-to-find ingredients. One is a rare and very special kind of herb that may be easily confused with an ordinary medicinal herb, but I suppose that I can teach you how to identify it. The other might be more difficult to obtain... I need a vial of dragon blood!"

"If I bring you those... ingredients, will you be able to cast the spell?", Karg inquired, anxiously.

"Yes", responded the mage. "That's why Zarintya sent you to me: she knows what I can do. She expected that you would kill me, so that I no longer represented a threat to her beloved son. But we shall frustrate her plans."

Karg was anxious to get the ingredients, but he wondered if he should first visit Zarintya again.

Take the **3 medicinal herbs**, regardless of where they are (if you have any, use them for willpower points), shuffle them and determine their new location by randomly generating two-digit numbers. Place the **parchment 11** on space **83**. Place a **boulder** on space **84**.

Place the **parchment 14** on space **49**. Only if you bring the **herb with the number 3** and the **vial of dragon blood** to this space, **read legend card 14**.

57

Only read this card if Eloyna and 2 rune stones of the same color are on space **57**.

Eloyna took the rune stones in her hands and sat under the branches of the Tree of Songs. She gave an order not to be disturbed until the next sunrise. That work would demand great effort from her and would take the whole night. In the morning, she would be exhausted, but the rune stones would be ready to be used against the dragon.

Place **Eloyna and the 2 identical rune stones** in the **sunrise box** as a reminder (you may not activate her or pick up the stones for the rest of the day). After the next sunrise, place them back on space **57**.

If you attack the **dragon** while carrying **these 2 rune stones**, you may roll **2 black dice** instead of your hero dice. You may roll them together even if you are the archer. You may add identical results if you have a helmet or flip one die if you are the wizard, but you may **not** do both in the same round of battle. You may decide to use a medicinal herb or witch's brew after you see the result of the dragon's roll.

70

As Karg walked down the mountain pass, he saw that the ground was littered with burned, blackened remains of armored men. He counted three corpses, but severed limbs and pieces of armor scattered around indicated that there were more. Among broken shields and bent weapons, lying against the rocks, an almost intact, full wineskin was the only salvageable item.

Place a wineskin on space **70**.

Karg knew that only one thing could have been responsible for that carnage. He asked himself what could save him from the same fate, should he meet the dragon.

71

While visiting the market, Karg was surprised that no-one seemed to be bothered by his appearance. When he asked a merchant about it, the dwarf just said that she would sell her wares to anyone willing to pay. Karg inquired about the path to the Forgotten Tower. The merchant was reluctant at first, but she eventually agreed to introduce him to Rorok, an old retired miner.

"Yes, I may show you the secret path... for a price", said Rorok, stroking his long white beard. "No, not gold. I have enough riches. But maybe you have seen one of those ancient rune stones lying around?" When Karg explained that he had never heard of such things, the dwarf looked disappointed for a moment, but then told him everything needed to know to recognize them. He even explained how to use their power. Karg listened carefully and then agreed to bring one of them to him.

Place **5 rune stones** on the board by randomly generating two-digit numbers. On this space, as a free action, you may **discard a rune stone** from your hero board (remove it from the game) to learn the path to the Forgotten Tower. The path counts as **2 spaces** and connects spaces **71** and **83** for the rest of the game (spend 3 hours to move between the two locations). You may not stop in the middle of this movement. You may use wineskins and medicinal herbs normally.

72

Acknowledging that he could use some help in those dangerous lands, Karg decided to visit the tavern. Many eyes rose to observe him as he entered and walked across the crowded place. He ignored them and asked the barkeeper whether he knew of any heroes for hire. The man just inclined his head in the direction of a table in a poorly lit corner. A lone dwarf was sitting at the table, with a heavy battle axe at his side. Karg approached him and asked if he would be interested in slaying some monsters. "Yes, yes, I could start with you!", laughed the dwarf and took a good sip of his ale. "My name is Gilendar Thunderaxe. How should I call you?"

"I'm Karg, and I'm not like the other... monsters", replied the Beast, slightly annoyed. "What is your price?"

"Straight to the point, huh?", the dwarf observed. "I like that. Alright, three gold coins to start and we share any loot. But I will not enter the Watchful Forest. I don't like the tree lovers who live there.

Karg did not like his terms, but he looked around and there were no other mercenaries available.

If you want to hire Gilendar, pay **3 gold** and place him (**dwarf hero**) on space **72**. He is an ally and follows the normal ally rules, but **he may never enter Rietburg Castle or the Watchful Forest**. Whenever he aids you in battle, you gain only **half of the reward** (rounded up). At sunrise, before the monsters move, if a **gor** is on the same space as Gilendar, place the gor on space **80** (gain no reward). If you cannot or do not want to pay 3 gold to hire Gilendar now, you may do it later, any time you return to the tavern.

82

"When you were born," she continued, "I took you to Balvius. But he was horrified by your appearance and rejected us. As you grew older, you became more and more violent, and I had to send you to Kreniod, under the care of my brother, Guntag."

"Care!", exclaimed Karg, furious. "He made me work as a slave and kept me in a damp and filthy dungeon!"

"I... I did not know", replied Zarintya, her voice almost disappearing. "For all these years, I have been looking for a way to lift the curse. Now, with my work with the elements, I believe to be close to a cure. But I need a magic amulet that the evil warlock Ulnar stole from me."

There was a long pause, while Karg digested all the information. Finally, he stated: "I will bring back this amulet." Zarintya smiled and walked toward him with stretched arms. He stepped back but eventually allowed her to embrace him. He felt uncomfortable, but strangely safe for a moment. Then she gave him directions to find Ulnar, who lived on the Western edge of the Watchful Forest, by the Sea of Hadira. She also told him to kill the warlock on sight, before he could cast any spell.

Place Zarintya (**wizard heroine**) on space **83**. Place a **boulder** on space **49**. Place Ulnar (**dark mage**) on the legend track, 2 spaces ahead of the legend marker. When the legend marker moves to his space, put him on space **49**.

84

Karg cautiously entered the cave. Soon, flames lit the dark depths for a moment, giving him a glimpse of a huge form. Then he saw the bright red eyes, and his muscles tensed as the spiked head stretched out of the shadows toward him. The jaw moved, revealing sharp white teeth with the size of a human arm. Karg prepared to attack, but words came out of the dragon's mouth: "Oh!, no. Not another foolish hero who longs for the supreme glory of killing a dragon! I could end your miserable life in a second, but this is becoming... tiresome. I'm very old and just want to be left alone."

"I seek no glory", said Karg, furiously. "But I need your blood to cast a spell. My body, my life... have been taken away from me. I want them back. I have been human once, and I shall be again."

After a long pause, the dragon replied, sarcastically: "You might have asked politely. Although I ignore why someone would abandon a relatively strong and menacing form like yours for a feeble human body, I shall help you... if you prove your worth. A ravenous, mad wardrak has been spreading chaos in the Southern Forest. I do not care about the terrified humans, but the wardrak may be a good challenge to you. Bring me its head and you shall have my blood!"

Continue reading on legend card 85.

83

Karg left the tunnel and stood before the Forgotten Tower. It was silent and appeared to be deserted, but he entered with caution. Then he saw the beautiful lady on the top of the stairs, looking down at him with a perplexed expression in her ageless face. She wore a long purple dress and a golden necklace with a large blue gem above a rune stone pendant. "What... what are you doing here?", she sputtered, disconcerted. "How did you...?"

"So, you know me", said Karg, firmly. "But I do not remember your face. Who the hell are you? And who... or what... am I?"

"My name is Zarintya", she answered. "And you are... my son. My poor, cursed child..."

"Your son?!", he exclaimed in disbelief. "Explain yourself, woman!"

She took a deep breath and walked down the stairs. There was sadness in her eyes when she told her story: "Once I loved a man, Balvius, Prince of Andor, and he made me pregnant. However, it was a forbidden love, for I was married. My husband, the royal wizard Ragnor, discovered my treason. He tied my limbs and tortured me. He forced me to drink potions... and the blood of a gor. He cursed my unborn child. But I managed to escape, killing him in the process."

Continue reading on legend card 82.

85

Place the **dragon** on space **84**. Important: the dragon is a character, not a monster (you may leave this space without fighting).

Place a **wardrak**, **3 farmers** and a **boulder** on space **24**. If there is another monster there, move that monster one space in the direction of the arrow. Ignore the normal farmer rules. Each sunrise, remove one farmer from the board and do not move this wardrak. If there is no farmer to remove, the wardrak moves normally and **takes the boulder along**. If the wardrak reaches the castle, discard the boulder. If you attack from an adjacent space, read the legend card corresponding to the wardrak's space and discard the boulder.

Karg pondered that it would take him valuable days to go there and back to the cave. Defeating the wardrak, he suspected, would be no trivial task, either. He could just slay the dragon instead, but remembering the unfortunate knights in the mountain pass, he wondered if that would be beyond his skill.

If you want to attack the dragon now, **read legend card 8**.

You may also choose to attack the dragon later if you return to space **84** (but not from the adjacent space). Place the **parchment 8** there as a reminder.