

Companion Guide

Important: This guide is not the instruction manual. You will mostly use it to remind yourself of the details of a few of the rules or when looking up examples. This guide also has important explanations about various game elements that you may have forgotten if you have not played in a while, so it can spare you the trouble of looking through the cards from previous Legends.

If you are playing “Journey to the North” for the first time, start with the 4-page “**Instruction Manual**.”

All the rules from the base game are retained unless otherwise indicated.

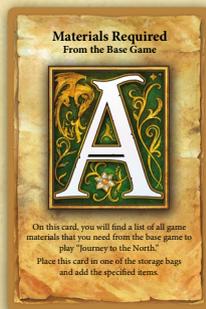
Intensify your Andor experience!

The fantasy folk band ELANE has composed a special soundtrack for this expansion set to accompany you on your exciting Journey to the North. This atmospheric 70-minute soundtrack is available as a free download from legendsofandor.com.

THE SOUNDTRACK

“Journey to the North” is the first major expansion of the prize-winning “Legends of Andor” game, and **it cannot be played without the base game.**

The “**Materials required from the base game**” card states what you will need from that game.



Tip: Add this card to one of the 15 storage bags along with the required materials. That way, you can easily separate everything when you want to play the base game again.

The dwarf hero

Kram became the new Prince of Cavern. To see how that happened, see the “Battle for Cavern” bonus Legend, which you can download from legendsofandor.com. He was needed in Andor, so he was unable to accompany the heroes. In his place, the young sea warrior hero Stinner or the heroine Stianna will join them on their adventure. These 2 heroes use the beige-colored playing materials.

5 or 6 Heroes

The “New Heroes” expansion pack lets you play the game with **5 or 6** heroes if you want. See the rules on page 8.

The hero crests

These are often used to identify a given hero. The crest colors match the colors of the heroes’ other materials.

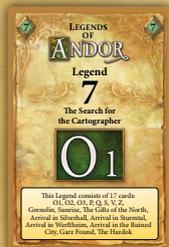
In addition to crests for the heroes from the base game and for Stinner or Stianna, crests for the heroes from the “New Heroes” expansion are also included in case you want to play with them.

Note: Even though Kram the dwarf won't be going on the Journey to the North, you might still want to include the bonus hero Orfen/Marfa in the game (download at legendsofandor.com). That's why there is also a yellow crest.



Game Materials

72 large cards:



70 large Legend cards



1 large "North game board checklist" card



1 large "Materials required from the base game" card

- 1 Double-sided game board
- 38 Plastic holders for the game figures (19 white, 10 light gray, 7 black, 2 beige)
- 15 Storage bags
- 8 Adhesive dots
- 1 Instruction manual

30 small cards:



1 START-Wind card



13 Wind cards (including 6 storm cards)



4 x Fire magic



3 x Tower magic



9 Mission cards

1 Sea warrior hero board



2 Heroes:



Sea warrior (male) Sea warrior (female)



Bard



Ship

The creatures:



6 Neraxes 5 Sea Trolls 4 Arrogos

Special figures for your own Legends:



Warx, king of the Neraxes Iria, the mermaid Unknown warrior



Side 1 for North game board



Side 2 for Hadria

18 Additional figures:



Merrik Grenolin Garz Vision Kenvilar Arkteron 3 x Tauri



3 x Silver Dwarves Sorcerers of the Fire 3 x Sorcerers of the Tower Sea Giant Qurun

3 Northern wells (for the alternative version)



10 Dice



3 beige, 5 white, 1 large blue-green, 1 large red

3 Wooden disks



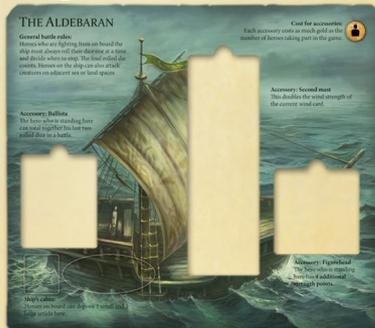
2 beige, 1 white

4 Wooden cubes



1 beige, 1 white, 2 black

1 Ship board with 3 accessories:



Ballista Second Mast Figure-head

15 Fog tokens:



10 Northern creature tokens



9 Crest tokens



Eternal flame



7 Storm tokens



2 Creature tracks for 5 or 6 heroes (with adhesive dots)



Taurus symbol



Storm shield



3 Gifts of the North:



Portals



Hourglass



Barrels



Star



3 x Octohan tokens



Jewelry chain



Silver chest



3 Magic weapons:



Logs



4 Sea shells



Iron pieces



Black crystal (Dragon's eye)



Marker ring



Flood token



40 Snow tokens:



Wreck token



Quill token



Special Features of the Game Boards

North game board

- Other than at every sunrise, the Narrator only advances after every **other** defeated creature.
- On **space 91**, a player can give **sea shells** in exchange for their value in gold, fame, and/or willpower points.
- On **space 100**, a player can give **wood logs** in exchange for 2 gold or 2 fame or 2 willpower points.
- The ship can only be equipped on the pier on **space 100**.
- On **space 114**, a hero can increase his willpower points to 14. He or she does not have to do so, however. *If a hero moves to space 114 using an overtime hour, he or she first has to reduce his or her willpower points by 2. Only then does he or she rise to 14 willpower points, if he or she wants to remain on that space.*

Important: The special features of spaces 91, 100, and 114 apply to all Legends on the North game board.

Hadria game board

- Other than at every sunrise, the Narrator only advances after every **third** defeated creature.
- Each hero only has **6 hours** available to him or her (plus 2 overtime hours).
- The ship **cannot** be equipped.
- The sea space with the bridge to space 142 can be entered perfectly normally by the ship.

Hall of Fame and bard

- The bard begins each Legend on space 4 of the Hall of Fame.
- When he reaches **space 0**, the Legend is **immediately lost**.
- When the heroes receive a reward, they can opt to get fame instead of just gold or willpower points. For example, for a defeated sea troll, they can get 2 fame, 1 gold, and 1 willpower point. The bard advances 1 space per fame.
- The heroes cannot have more than 20 fame.
- At sunrise (for the “Song of the Bard”), the bard moves back several spaces for each creature standing on a **land space**. The number of spaces depends on the total number of heroes who are playing (see display at top left of game board)
- For each creature at certain locations of the game boards, the bard must move **back 1 additional space**: On the North game board, those locations are the capital cities (**spaces 91, 100, 114**) and the Ruined City (space 107). On the Hadria game board, those are spaces **135, 144, and 148**.



The ship's movement

- When a hero selects the “**move**” action, they can choose to sail with the ship. To do that, they must already be on board the ship (with their hero figure standing on the ship board). Then, they can sail the ship in a straight line for **1 hour on the time track** as many spaces as the **current wind card** indicates. Any direction is permitted — vertical, horizontal, or diagonal.

Important: You do **not** have to sail as far as the full wind strength would allow.

- Once a hero has sailed a certain number of spaces in any direction with the ship, they can then do this again and head in the same direction or any other direction that they like (with the distance depending on the current wind card), as long as it is in a straight line. The hero can sail as many times as they like in his or her turn (as long as he or she has enough hours available to do so). When his or her turn is over, it is the turn of the next player in a clockwise direction. If the next player is also on board, that hero can sail with the ship as well.

Tip: *If several heroes are on board, it makes sense to divide up the sailing among them in order to use up their hours evenly.*

- The ship **cannot** sail on land or rocky crag spaces. It will not be until Legends 8 and 9 that the heroes acquire the ability to sail on or across rocky crag spaces.
- The ship is allowed to sail onto or across spaces with creatures on them.
- You may not use the wineskin to sail with the ship.

Rocky crag spaces

- Hero figures can **only** move on land spaces.
- Rocky crag spaces do not count as land spaces.
- The heroes will only acquire the ability to sail with the ship on or through rocky crag spaces in Legends 8 and 9.

Embarking/disembarking

- When the ship is on a space **adjacent to a land space**, a hero can disembark from the ship onto land and move his or her figure from the ship board onto the land space. This will cost him or her **1 hour on the time track**.
- Embarking from land onto the ship works by the same principle.
- **Important:** A hero can disembark onto any land space, not just ones with a pier. A space counts as adjacent even if it only has a tip bordering on the sea space.

Boats

- On the North game board, there are 4 locations with boat connections between 2 land spaces.
- A hero who chooses the “**move**” action may move his or her figure from a land space with a dashed line leading out from it and proceed along this line all the way to the other land space. That will cost **2 hours on the time track**. If he or she still has some hours left, he or she can keep moving
- **Example:** *The warrior travels with the boat to space 77 (2 hours), moves 1 space to the left to space 76 (1 hour), goes on board the ship (1 hour) and sails with the ship 3 spaces to the northwest (1 hour).*



- The figures Grenolin and Merrik can also be taken along on the boat by any of the heroes.
Exception: In Legend 10, **slumbering Merrik** cannot be taken along — with or without the boat.

Wind cards/storm cards

- Most of the wind cards have a compass rose showing the sailing distances for the various directions. They are always oriented in such a way that the black dot is at the top.
- Some of the wind cards are storm cards. If a storm card is turned over, a small red die (1–6 pips) is rolled and the ship is moved to the sea space showing the red die with the matching value.
- It is possible for several storm cards to show up in a row.
- Most of the storm cards also result in the loss of willpower or strength points. A hero can prevent this on behalf of the group by using a shield.
Important: The ship's movement cannot be prevented by a shield, however.

Examples of sailing:

The sea warrior Stinner sails with the ship 3 spaces to the northwest (1 hour) and uses his special ability to advance the ship 1 space to the west (0 hours). Then it's the turn of the archer Chada, who is also on board. She sails 3 spaces farther to the northwest (1 hour).



The sea warrior Stianna sails with the ship 3 spaces to the northeast (1 hour). Based on the current wind card, she could actually have sailed 4 spaces, but the fourth is a rocky crag space that the ship cannot enter. Then she sails 3 spaces to the east (1 hour). At the end of her "move" action, she uses her special ability and advances the ship to the adjacent sea space with the pier on space 100 (Werfiheim). Now, if the heroes have enough gold on board, they can equip the ship here.



The ship is equipped with a second mast. That means that the wizard Eara, who is on board, can sail it up to 4 spaces to the northeast for 1 hour. Since this is not a good space, she sails another 2 spaces to the northeast, which costs another hour. Then it's the turn of the warrior Thorn, who sails the ship east. In principle, it would be possible to move up to 8 spaces for 1 hour. However, the ship cannot sail across the space composed of the bit of headland. So he stops his movement and sails for 1 additional hour 1 space in a northeast direction, to get into a battle position adjacent to the nerax on space IV.



Ship board

- At the start of each Legend, the 3 accessories are inserted in such a way that the sides with the **gold coin symbols** are showing.
- Each accessory costs as much gold as the number of heroes who are taking part in the game.
- The heroes who are on board the ship can only purchase accessories at the pier on space 100 on the North game board. The ship **cannot** be equipped on the Hadria game board
- To use the **ballista** and **figurehead**, a hero must be standing on the **corresponding position** on the ship board. Only one hero can be standing on either position at any one time. To use the **mast accessory**, it is not necessary that a hero is standing there.
- In the ship's cabin, **1 object** may be placed on each of the 2 storage spaces. The objects placed in the cabin are not active. In other words, it does not give a hero any additional storage room on the hero board.
Example: A hero has filled their 3 storage spaces and wants to use the object in the cabin's small storage space. To do that, they first have to deposit one of their small objects there, after which they can pick up the small object from the cabin and use it. After that, they would be able to place the picked-up object back in the cabin in exchange for the object he deposited there.
- Since "Orweyn's Hammer" requires 2 small spaces to hold it, this object cannot be deposited in the cabin.
- The hero Bragor (from the "New Heroes" expansion) cannot pick up a large object lying in the cabin's large storage space, since he lacks a large storage space on his hero board.
- Helms cannot be deposited in the cabin.

Sea creatures

- All sea creatures roll **white dice**.
- The number of dice, as well as the strength and willpower point values, can be read off the creature display.
- Sea creatures can **go on land** and also **move on land spaces**.
- A hero or the ship can be on the same space as a sea creature or simply pass through the space.
- If a space is already occupied by a creature, the new creature is advanced along the arrow to the adjacent space.
- If 2 or more creatures are on the same seaway, it might happen that, for example, a nerax "overtakes" an arrog. Neraxes move first at sunrise, after all. In that case, the space occupied by the arrog is jumped over.
- If **more than one creature of the same type is on the same seaway**, the creature **closer to the coast** is always the one that goes first.
- On land spaces, it is always the gors that go first, followed by the neraxes, etc. (see sunrise box).
- For **multiple creatures of the same type on land spaces**, the creature standing on the **lowest-numbered space** goes first.
- On the North game board, **several creatures can stand on the same space** in the 3 capital cities (spaces 91, 100, 114) and in the ruined city (space 107). On the Hadria game board, this rule applies to spaces 135, 144, and 148.
- The procedure for fighting sea creatures is the same as that for fighting ordinary creatures. You can use a long-range weapon to attack a sea creature from an adjacent land space. The heroes can fight together. If one hero is standing on board the ship while others are on land spaces, they can still fight together.

"Fighting together" display

The heroes can record their collective battle value on the "fighting together" display. Before a battle round, 2 black cubes are used to mark the tens place digit and the ones place digit to indicate the collective strength points of the heroes taking part in the battle.

The gifts of the North

- The use of one of these articles (striped marten, compass, mermaid dust) does not cost any time on the time track.
- **At sunrise**, the tokens that are used (with the exception of mermaid dust) are **flipped back so their front sides are facing up**. This also applies when they have been placed on a space or in the cabin (on the ship board).

The thieving striped marten

- A hero can use the striped marten **once per day** before a battle round. This means that the creature rolls one fewer die in this battle round, and that die is made available to the hero as an **additional** die. Then, the marten is flipped so its back side is facing up.
- The striped marten can only be used against ordinary creatures, **never against final adversaries**.

The Hadrian compass

- A hero can use the compass **once per day** to rotate the current wind card by 90° — always in such a way, in other words, that it fits into the wind card space on the board. Then, the compass is flipped onto its rear side.
- To use the compass, the hero does not have to be on board the ship.

Mermaid dust

- A hero can use the mermaid dust **once per Legend** before a battle round. The hero will trade his or her **willpower point total** with that of the creature. This will often change the number of dice that the hero or the creature are allowed to roll as well.
- Then the token is taken out of the game.
- Mermaid dust can only be used against ordinary creatures, **never against final adversaries**.
- If a hero moves his or her time marker into the overtime zone, the following rules apply: **First** his or her willpower points are reduced by 2 for the overtime hour. Then he or she uses their mermaid dust and exchanges his or her (reduced) willpower points with those of the creature.
- If a hero is in a position to get willpower points, it might sometimes make sense for them not to do so if he or she is going to be using the mermaid dust, given that it might otherwise end up making the creature too strong. *Example: A hero moves to space 114 and opts not to raise his willpower points to 14.*

The Hadrian hourglass

- The hero who uses the hourglass **can move** the time marker for a hero of his or her choice **3 spaces back**. Then the hourglass is flipped so its back side is facing up.
- It is not permitted to move back fewer than 3 hours or to divide the 3 hours in any way (for example, by first moving 2 spaces back and moving 1 space back later on).
- The hourglass may only be applied to **one** hero's time marker.
- The hero's time marker must be at least on the 3rd hour in order for the full 3 hours to be used.

The storm shield

- The hero who carries the storm shield on his or her hero board can advance the ship to **any** sea space with a red die depicted on it.
- It is not necessary, however, that the hero is on board the ship.
- The storm shield can be used twice (once per side).
- It can also be used like an ordinary shield in battle or to ward off the negative effect of a storm card or a storm token.

Logs and iron pieces

- A hero can collect a log or a piece of iron when he or she is **standing** on a space with the token. These tokens are placed on the strength point display of the hero board — **just to the left of the cube** marking his or her strength points.
- If a hero has enough space to the left of his or her cube, he or she can also carry several logs and iron pieces at the same time.
- On the North game board, a hero can deposit logs on **space 100**. In exchange, he or she gets 2 willpower points or 2 gold or 2 fame. Then the token is removed from the game.

Sea shells

- Sea shells are deposited on the part of the hero board where gold and gemstones are deposited.
- A hero who deposits one or more sea shells on **space 91** gets their value (0, 1, 2, 2) in willpower points, gold, or fame (or any combination of these). Then the deposited sea shells are removed from the game.

The magic weapons

- Using a magic weapon **immediately costs** the heroes **1 fame**.
- A hero has to **decide before** rolling the dice whether he or she wants to use a magic weapon in a battle round.

Orweyn's Hammer of Strength

- The hero who uses the hammer in a battle round immediately gets **2 strength points** and moves his or her cube on his or her strength point display accordingly. He or she then has these additional strength points on a permanent basis.
- As a unique exception to the usual rules, the hammer is the only thing that is placed on 2 small adjacent storage spaces.

Varlion, the Sword of Fire

- The hero may roll the **large red fire-die** instead of his or her own dice in a battle round.
- If the hero is a wizard, he or she may also apply his or her special ability to this die.

Varatan's Helm of Power

- The hero may total up to **3 of his or her dice point values** in a battle round. These do not have to be the same values.
- In the case of long-range fighters (for example, an archer or a hero on the ship) who have to roll their dice in sequence, the final 3 rolled dice count.

Storm tokens

- A hero who uses a shield can completely fend off a storm token.
- If an instruction cannot be fully carried out, it still has to be followed as far as possible. *Example: The ship is supposed to be advanced 3 spaces to the east. The third space, however, is a rocky crag space. Therefore, the ship is only advanced 2 spaces and the group of heroes lose 1 fame.*

Wreck tokens

- When the ship is on the space with the wreck token, the heroes can **activate** the token. They cannot do this while just sailing through the space.
- A wreck may have 3 possible contents:
 - 1 x **a treasure**: The heroes immediately get **2 gold**.
 - 2 x **a sailor in need**: The heroes immediately get **2 fame**.
 - 2 x **a nerax flees**: A nerax can be prevented from emerging by activating the token.
- In any of the 3 cases, the token is then removed from the game.
- **Important**: If the heroes have not activated the wreck before the next sunrise, **all wreck tokens are automatically uncovered at next sunrise and activated**.

In that case, this is what happens:

The treasure sinks: The token is removed from the game, and the heroes **do not get the gold**.

The sailor in need drowns: The heroes **lose 2 fame**.

The nerax appears: The nerax is advanced along the dashed line to the space with the Roman numeral. If that space is occupied, the nerax is advanced to the next free space in the direction of the arrow.



Example: The nerax is advanced along the dashed line to II. Since there is already a sea troll on II, the nerax is moved one space farther in the direction of the arrow.

Snow tokens

- On the **Hadria game board**, snow tokens are placed **face down** at every sunrise on all **empty spaces** with square symbols — **except** if there is a hero, an eternal flame, or a portal on the space. **Important:** If there are no longer any snow tokens left in the supply trove, the spaces with the **highest** numbers should be the first ones to have snow tokens placed on them.
- Snow tokens cannot simply be passed. If a hero moves to a space with a snow token, he or she has to **stop** on the space and **activate** the token.
- They are always activated before other tokens located on the same space (such as well tokens).
- They cannot be uncovered from an adjacent space with a telescope.
- The new game elements in the snow are described on the “**Hadria**” **equipment board**.
- Snow tokens that have firewood depicted on them can be collected on the hero board (in the gold and gemstones area). All other snow tokens are removed from the game after activation.

Portals

- If a hero is standing on a space with a portal, he or she can use it to advance his or her figure to **any other space with a portal**. The hero cannot do this if he or she is just passing through the space. After use, both portals are removed from the game.
- The portal can teleport more than one hero at a time if they are standing together on the space at the moment the portal is used.
- A hero can also take along other figures (such as standing Merrik) through a portal.

The sunrise box

1. Uncover the top wind card and display it with the dot oriented up. For a storm card, follow the instructions.

2.–5. All creatures move in the depicted order.

First gors, then nerax, sea trolls, and arrogs.

Sequence within any single creature group:

- on the sea, the creature closest to the coast goes first;
- on the land, the creature standing on the space with the lowest number goes first.

Important: Only a single creature is allowed to stand on most spaces. If the space to which a creature wants to move is already occupied by another creature, it is immediately advanced from the occupied space in the direction of the arrow to the adjacent field.

Exception: More than one creature is allowed to stand on the following spaces: on the North game board: 91, 100, 107, 114; on the Hadria game board: 135, 144, 148

6. Move the bard back to Hall of Fame.

Move the bard a few spaces back for each creature on a land space (see display at upper left of game board). One additional space back for each creature:

- on the North game board: 91, 100, 107, 114
- on the Hadria game board: 135, 144, 148

7a. On the North game board (in Legends 8 and 9), uncover and activate wreck tokens.

Carry out negative effects.

7b. On the Hadria game board, roll the winter die.

Each hero loses the rolled value in willpower points, unless he or she is standing on space 135, 144, or 148, or on the ship. **Important:** A hero on a space with the “eternal flame” adds the rolled points to his or her willpower points.

Place snow tokens on all empty land spaces with a square symbol.

Exceptions: Hero, Eternal Flame, Portal

If there are not enough tokens, place the available ones on the highest-numbered spaces first.

8. “Refresh” all wells (except if a hero is standing on the well space).

9. The Narrator advances one space on the Legend track.

If the Narrator reaches “Z,” the game ends.

Game Variants

Grenolin the bard

- You can use Grenolin to reduce the Legend’s level of difficulty somewhat. Just place him on the ship board at the start of each Legend.
- A hero who disembarks can simply **take Grenolin along** with his or her figure when he or she leaves the ship.
- If a hero achieves fame in the course of the Legend (as a reward for defeating creatures or in some other way) and Grenolin is standing **on the same space** as the hero or if they are both on the ship, the hero gets **1 additional fame**.



Example 1: You defeat a Gor while Grenolin is standing on your space. As a reward, you choose 2 gold. On top of that, you also get 1 fame due to Grenolin.

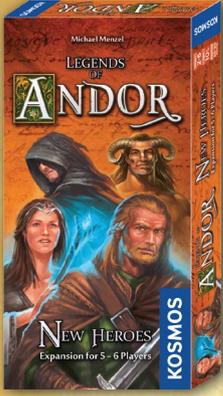
Example 2: A hero brings a log to space 100. Grenolin is with the hero. The hero chooses a reward of 2 fame and gets an additional 1 fame as well, for a total of 3 fame.

The northern wells

- You can use the northern wells to reduce the Legend’s level of difficulty somewhat. They replace the wells from the base game. Start by mixing up the covered northern well tokens (gray side up) and placing them on the well spaces. Then uncover them.
- A hero who uses a northern well gets whatever is shown on the token. Then the token is turned upside down and turned face up again at the next sunrise.
- The warrior’s special ability continues to apply just as usual. For the two 3-point wells, he or she gets 5 willpower points plus 1 gold or a wineskin. For the 6-point well, of course, he or she gets 6 willpower points.
- Bragor (from the “New Heroes” expansion) can also use his special ability to get 1 strength point instead of willpower points from the northern wells. In that case, he does not get gold or the wineskin, however.



Journey to the North for 5–6 heroes



The “New Heroes” expansion lets you experience all of the Legends with 5 or 6 heroes.

Place the track on the game board with the strength of the creatures set for 5 or 6 players, covering up the values that apply to 2 to 4 players.

Example: A nerax has 10 strength points in a game with 5 players, or 12 strength points in a 6-player game.

Follow the same rules as those that apply to the “New Heroes” expansion, with the following special rules:

- Ship accessories cost each player 5 gold with 5 players or 6 gold with 6 players.
- When playing with the black herald (from the “New Heroes” expansion), he supports the sorcerers against whom you are fighting in Legend 10, and later Qurun as well.

For the “new heroes,” these rule adjustments apply as well:

- At the beginning, **Kheela’s water spirit** is not placed on Kheela’s space, but on the space where the ship is located. The water spirit can move on land as well as sea spaces. *The spirit is only afraid of the river in Andor. You can read the story on legendsofandor.com.*

- The water spirit **cannot** enter the ship.
- When the ship is on the same sea space as the water spirit, a hero on board the ship can use the large white die instead of his or her own dice in battle.
- **Fenn’s raven** can also uncover snow tokens.
- When Fenn uses a long-range weapon (bow or ballista), he may use the knife. That means that he gets to roll the **last-rolled** die again.
- **Arbon’s** ability can be used against gors, neraxes, sea trolls, and arrogs. It cannot be used against final adversaries or in a battle against the sorcerers in Legend 10.
- When Arbon uses his special ability, he moves the creature’s strength point indicator exactly 1 space to the left as usual. Then, the next-smallest creature’s reward applies.
Example: Arbon wants to fight a sea troll. He moves the strength point indicator from 12 to 10. The reward drops to the value of the nerax, thus 3 gold/willpower/fame.
- **Bragor** cannot carry Varlion the Sword of Fire or Varatan’s Helm, since he lacks storage spaces for these articles on his hero board.
- But Bragor can carry Orweyn’s Hammer, since this can be placed on 2 small adjacent spaces.

Additional figures for your own Legends

Iria the mermaid, the unknown warrior, and Warx, King of the Nerax, have no function — yet! Here’s where your creativity comes in. Can you come up with a Legend in which these characters might have a role to play? Invent your own Legend with the Developer Guide at legendsofandor.com and use these new figures in it!

DEVELOPER GUIDE



The author and illustrator:

Michael Menzel was born in 1975 and lives with his family in the Lower Rhine region of Germany. He has had a passion for drawing since early childhood. He made his entrance into the world of game illustration in 2004 with a game for the Kosmos publishing house. Since then, he has designed children’s and family games for various publishers. His first work

as an author was “Legends of Andor,” which garnered prizes both in Germany and abroad including the Connoisseur’s Game of the Year in 2013. Following the “Star Shield” expansion and the “New Heroes” supplement for 5–6 players, he is sending the heroes on an adventure to the unknown North of Andor in this second part of the great trilogy.

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Learn more about the world of Andor at
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