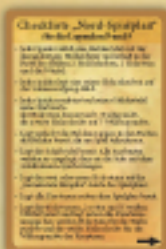


Spielmaterial

72 Large Cards:



70 Large Legend Cards

1 Large "Checklist for the North Game Board" Card

1 Large "Necessary Material from the Base Game" Card

30 Small Cards



1 START Wind Card

13 Wind Cards (with 6 Storm Cards)

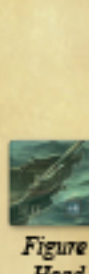
4 Magic Fires

3 Magic Towers

9 Mission Cards

- 1 double sided Game board
- 38 colored holders for the Figures (19 white, 10 light gray, 7 black, 2 tan)
- 15 sorting bags
- 8 glue dots
- 1 Instructions

1 Ship Panel with 3 Inserts



Rear Ballista

Second Mast

Figure Head

1 Hero Board "Sea Warrior/Warrioreess"



1 Equipment Panel



Side 1 for the North Game Board

Side 2 for Hadria

2 Heroes



Sea Warrior Sea Warrioreess



Bard

Ship

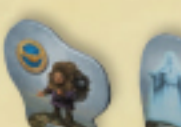
18 Other Figures



Merrik



Grenolin



Garz



Vision



Kenvilar



Arkteron

3 x Taren

The Creatures:



6 Nerax

5 Meerestrolche

4 Arrags



3 x Silver Dwarves



Fire Wizards



3 x Tower Wizards



Scerise



Quran

Additional Figures for your own Legend!



Warx, the King of the Nerax

Irja, the Nixie

Unknown Warrior

3 North Wells (for the variant)



10 Dice



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

3 Wood Discs



2 tan, 1 white

3 Wood Cubes



1 tan, 1 white, 2 black

15 Fog Tokens



10 North Creature Tokens



9 Coats of Arms



Eternal Fire



7 Storm Tokens



2 Creature Lists for 5 or 6 Heroes (with glue dots)



Tarensymbol



Sturmschild



3 Gifts of the North



Portal



Hour Glass



Barrel



Stars



3 x Oktohan Tokens



Jewelry



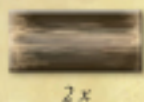
Chest



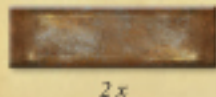
3 Magic Weapons



Wood



Iron



4 Mussels



Black Crystal (Dragon Eye)



Marker Ring



Flood Token



40 Snow Tokens



Wreck Tokens



Feather Tokens



North Game board

- The Legend Marker is advanced not only at every Sunrise but also at each **second** defeated Creature.
- On **Space 91**, you can deliver **Mussels** and receive in exchange their value in Gold, Fame, and / or Will Points.
- On **Space 100** you can deliver **Logs** and receive in exchange 2 Gold, or 2 Fame, or 2 Will Points.
- Only at the Dock at **Space 100**, can the **Ship** be assembled.
- On **Space 114**, a Hero can increase his Will Points up to 14. But he does not have to. *Note: When a Hero moves to Space 114 using Overtime Hours, he must first reduce his Will Points by 2. Only then can he raise to 14 Will Points, if he remains on the Space.*
Important: The special rules for spaces 91, 100, and 114, apply to all Legends on the North game board.

Hadria Game board

- The Legend Marker is advanced not only at every Sunrise but also at each **third** defeated Creature.
- Each Hero has just **6 Hours** in a day (plus up to 2 Overtime Hours).
- The Ship can **not** be assembled.
- The Sea space with the bridge to Space 142 can be sailed through normally by the Ship.

Hall of Fame and Bard

- The Bard begins every Legend on **Space 4** of the Hall of Fame.
- When it reaches **Space 0**, the Legend is **immediately lost**.
- When the Heroes get a reward, they can choose instead of Gold or Will Points to also receive Fame (eg. for a defeated Sea Troll 2 Fame, 1 Gold, and 1 Will Point). The Bard advances 1 space on the Hall of Fame.
- The Heroes may not have more than 20 Fame.
- At Sunrise (in "Song of the Bards") the Bard is moved backwards for every Creature on a **land space**. How many spaces for each Creature, depends on the number of Heroes that are playing (see the chart on the upper left of the game board).
- For every Creature on specific locations on the game board the Bard must move back 1 **additional space**: On the North Game board these are the three Cities (Spaces 91, 100, 114) and the Ruined City (Space 107). On the Hadria game board these are Spaces 135, 144, 148.



Ship Movement

- If a Hero selects the action "Moving", he can now also sail with the Ship. To do this he must be on board the Ship (his Hero Figure stands on the Ship Panel). Then he can, at a cost of 1 Hour on the Time Track, move the Ship in a straight line as many spaces as the **current Wind Card** indicates. All Directions are allowed - ie vertically, horizontally, or diagonally.
Important: The Ship does **not** have to sail the full Wind Strength.
- If a hero with the Ship has sailed some spaces in one direction, he can do this again and sail in the same or any other direction in a straight line (depending on the current Wind Card). The Hero may, on his turn, repeatedly sail the Ship (as long as he has Hours available). When he has finished his turn, it is the turn of the next Player in clockwise order. If this Hero is also on board, he can also sail the Ship.
Tip: It is useful when there are several Heroes on board to share the sailing and thus use up their Hours evenly.
- The Ship can **not** sail over land spaces or Cliff spaces. Only in Legends 8 and 9, do the Heroes, get the ability to sail on or over Cliff spaces.
- The Ship may sail on or over spaces on which Creatures are located.
- It is not possible to use a Wineskin to sail the Ship.

Cliffs

- Hero Figures can **only** be on land spaces.
- Cliff spaces are **not** considered land spaces.
- Only in Legends 8 and 9, do the Heroes, get the ability to sail on or over Cliff spaces.

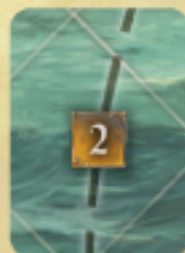
Disembark / Embarkation

- When the Ship is **adjacent to a land space**, a Hero can go ashore and move his figure from the Ship Panel to the land space. This costs him 1 Hour on the Time Track.
- Embarkation works on the same principle.
- **Important:** A Hero can go ashore on all adjacent land spaces, not only on those with a dock. Spaces are also adjacent, where only the tip borders the sea space.

Boats

- On the North game board, there are four places with Boat connections between two land spaces.
- A Hero who chooses the action "Moving" may, if his Figure is on a land space, from which a **dashed line originates**, travel along this line to the other land space.
- This costs him 2 Hours on the Time Track. If he still has Hours left, he may continue to move.

Example: The Warrior travels by boat to Space 77 (2 Hours), goes one space to the left to Space 76 (1 Hour), he 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 moved along by Boat by the Heroes.
Exception: In Legend 10 the **Fallen Merrik** cannot be moved - not even by Boat.

Wind Cards / Storm Cards

- Most Wind Cards show a compass rose with the sailing ranges for the different directions. They are always placed, so that the black dot is oriented up.
- Some Wind Cards are **Storm Cards**. If a Storm Card is revealed roll a red die and place the Ship upon the Sea space, whose value is the same as the value showing on the red dice.
- It is possible that several Storm Cards will be revealed one after another.
- Most Storm Cards also cause the loss of Will or Strength Points. By the use of a Shield a Hero can prevent this loss for the Hero Group.
Important: The movement of the Ship, however, can not be prevented.

Examples for Sailing:

The Sea Warrior Stinner sails the Ship 3 spaces to the northwest (1 Hour) and uses his special ability to move the Ship 1 space west (0 Hours). Then it is the turn of the Archer Chada, who is also on board. She sails another 3 spaces to the northwest (1 Hour).



The Sea Warrioress Stianna sails the Ship 3 spaces to the northeast (1 Hour). She could have, according to the current Wind Card, moved 4 spaces, but the fourth space is a Cliff space on which a Ship may not sail. Then she sails 3 fields to the east (1 Hour).

At the end of her action "Moving" she uses her special ability and moves the Ship on to the adjacent sea space, with the Dock, Space 100 (Werftheim). If the Heroes now have enough Gold on board, they can outfit the Ship here.



The Ship is outfitted with a second mast. Then the Sorceress Eara who is on board, could sail to the north-east, at a cost of 1 Hour, up to 4 spaces. Since this space is unfavorable, she sails 2 spaces to the northeast, which again will cost 1 hour. After that is the Warrior Thorn's turn, he sails the Ship to the east. Up to 8 spaces would be possible for 1 hour. However, the Ship cannot be sailed over the land spaces. Therefore, it stops movement here and sails for 1 more Hour one space to the northeast, in order to reach a Battle position adjacent to Nerax on Space IV.



Ship Panel

- The three Inserts are placed, at the beginning of each Legend, so that they show the side with the Gold Coin icon.
- Each Insert costs as much Gold as the number of Heroes in the game.
- Only at the Dock on Space 100 on the North Game Board can the Inserts be bought. On the Hadria game board the Ship can not be expanded.
- To use the Inserts Ballista and Figure Head, a Hero figure must stand on the corresponding position on the Ship Panel. At each of these two positions only one Hero can stand. To use the Insert Second Mast, there must be no Hero standing there.
- On each of the two storage spaces in the Cabin, 1 equipment item may be placed. The items are "only stored" there, in case a Hero has no additional storage possibilities.
Example: A Hero has his 3 small equipment spaces occupied and wants to use the item on the storage space in the Cabin. For this purpose, he must place one of his small items there first, then he can take and use the small item from the Cabin. Then he could exchange the new item for his old item and store that item back down in the Cabin again.
- Since "Orweyn's Hammer" takes two small spaces as storage, this item may not be stored in the Cabin.
- The Hero Bragor (from the expansion "Neue Helden") can put a large item in the cabin in the large storage space, but not take any up if he has no available large storage spaces on his Hero Board.
- Helms may not be placed in the Cabin.

Sea Creatures

- All Sea Creatures roll the white dice.
- The number of dice as well as the Strength and Will Points values can be read on the Creature display.
- Sea Creatures can go on land and also move over land spaces.
- A Hero or the Ship may be on the same space with a Sea Creature or simply pass through it.
- If a space is already occupied by a Creature, the new Creature moves on to the adjacent space in the direction of the arrows.
- If two or more Creatures are on the same sea space, for example, a Nerax "overtakes" an Arrog. Then the Nerax moves first at Sunrise. And then the Arrog skips over the occupied space.
- If similar Creatures are on the same sea space, then the Creature, which is closer to the coast always goes first.
- On land spaces always move the Gors first, then the Nerax etc. (see Sunrise Field).
- If similar Creatures are on land spaces then the Creature which is on the smaller space number moves first.
- On the North Game board in the three main Cities (Spaces 91, 100, 114) and in the Ruined City (Space 107) more Creatures can stand on a space. This applies to the Hadria game board for Spaces 135, 144, 148.
- The Battle against Sea Creatures proceeds in the same manner, as against normal Creatures. With a long-range weapon, it is possible to attack a Sea Creature from an adjacent land space. The Heroes can Fight Together against them. It is possible to that while Fighting Together one Hero may be on board the Ship while another Hero is on a land space.

"Fight together" Track

On the "Fight Together" Track the Heroes can show their Combined Battle Value. To this end, before a round of Battle, with the two black wood cubes mark the 10's and the 1's Values of the combined Strength Values of the participating Heroes.

The Gifts of the North

- The use of these objects (Marder, Compass, Nixie Powder) costs no Hours on the Time Track.
- Used tokens (except Nixie Powder) are always **turned back to their front side again at Sunrise**. This is done even when they are on a space or were stored in the Cabin (on the Ship Panel).

Thieving Marder

- A Hero can use the Marder **once per day** before a single round of Battle. Then the Creature rolls one less die for that round of battle. This die is available for the Hero to use in **addition** to his own. Then the Marder token is turned to its back side.
- The Marder can only be used against normal Creatures, **never** against Boss Monsters.

The Hadrish Compass

- A Hero can use the Compass **once per day** to rotate the current Wind Card by 90° - it must always, still fit in the marked space. Then the Compass is turned over to its back side.
- To use the Compass, the Hero does not need to be on board the Ship.

Nixie Powder

- **Once per Legend**, a Hero may use the Nixie Powder before a round of Battle. Then he exchanges with the Creature, Will Point values. This often changes the number of dice that may be rolled by the Hero and the Creature.
- After being used the Token is removed from the game.
- Nixie Powder can only be used against normal Creatures, **never** against Boss Monsters.
- If a Hero has his Time Marker in the Overtime area, and chooses to perform the action "Fighting", perform the following in order: First, he reduces his Will Points by 2 for the Overtime. Then he uses the Nixie Powder and exchanges his (reduced) Will Points with the Will Points of the Creature.
- If a Hero would receive Will Points, it may in connection with the Nixie Powder, make sense not to take them, so that the Creature is not made stronger by the exchange. *Example: A Hero moves to Space 114 and chooses not to have his Will Points increased to 14.*

The Hadrish Hourglass

- The Hero who uses the Hourglass **can**, move the Time Marker of any Hero **3 Hours backwards** on the Time Track. Then the Hourglass is turned over to its back side.
- You cannot reset less than 3 Hours or divide the 3 Hours (ie. at first move just 2 Hours back and then later another 1 Hour).
- The Hourglass can only be used on the Time Marker of a **single** Hero.
- The Time Marker of the Hero must be on at least the third Hour, so that it can be moved a full three Hours back.

Storm Shield

- The Hero, that has the Storm Shield on his Hero Board, can move the Ship to **any** Sea space which has an image of a red die.
- To do this, the Hero does not need to be on board the Ship.
- The Storm Shield can be used twice (once per side).
- It can also be used like a normal shield in Battle or to avoid the negative impact of a Storm Card or to prevent the activation of a Storm Token.

Logs and Iron

- A Hero can collect a Log or an Iron Token, if he is **standing** on the space with the Tokens. These Tokens are placed on the Strength Points of the Hero Board - and in a way that they fit to the **left of the wood cube** that indicates the Strength Points.
- If a Hero has enough space to the left of his wood cube, he can carry several Logs and Iron simultaneously.
- On the North Game Board a Hero can place Logs on **Space 100**. For this he gets 2 Will Points, or 2 Gold, or 2 Fame. Then the Tokens are removed from the game.

Mussels

- Mussels are stored on the Hero Board, on the same space that the Gold and Gems are placed.
- A Hero that places one or more Mussels on **Space 91**, receives its value (0, 1, 2, 2) in Will Points, Gold, or Fame (or any combination thereof). Then the Mussels are removed from the game.

The Magic Weapon

- The use of a Magic Weapon **immediately** costs the Hero **1 Fame**.
- When a Hero wants to use a Magic Weapon, he must decide to do so before rolling the die.

Orweyn's Hammer of Strength

- The Hero who uses the Hammer **in Battle**, immediately gains 2 **Strength Points** and shifts the wood cube on his Strength Points display accordingly. He now has those extra Strength Points permanently.
- As the Hammer is exceptional it occupies two adjacent small storage spaces on the Hero Board.

Varlion the Flaming Sword

- The Hero, instead of his own dice, rolls the **big red Fire die**.
- If the Hero is the Magician, he may use his special ability on this die also.

Varatan's Helm of Might

- The Hero may **add together** the value of **three** of his dice. These must not be identical numbers.
- When Fighting from a distance (ie. the Archer or a Hero on the Ship), he must roll his dice in succession, then count the last 3 dice rolled.

Storm Tokens

- A Hero who uses a Shield, can completely block Storm Tokens.
- If an instruction cannot be completely executed, it must be followed as far as possible. *Example: The Ship should be moved 3 spaces to the east. However, the third space is a Cliff space. Therefore, the Ship is only moved 2 spaces and the Hero party loses 1 Fame.*

Wreck Tokens

- If the ship is standing on a space with a Wreck Token, the Heroes can **activate** the Token. This **cannot** be done while Sailing.
- There are three possible contents of a Wreck:
 - 1 x **Treasure**: You gain 2 Gold immediately.
 - 2 x **Sailor in distress**: You gain 2 Fame immediately.
 - 2 x **Nerax flees**: Activation of the Token prevents the appearance of a Nerax.
- In each of the three cases the Token is then removed from the game.
- **Important**: If the Hero has **not** activated the Wreck Token before the next Sunrise, **all Wreck Tokens are automatically turned over and activated**.

Then the following happens:

The Treasure sinks: The Token is removed from the game, the Heroes do not receive the Gold.

The Sailor in Distress drowns: The Heroes lose 2 Fame.

The Nerax emerges: The Nerax moves along the dashed line and is placed upon the space with the Roman Numeral. If it is occupied, the Nerax is moved along in the direction of the arrows to the next available space.



Example: The Nerax moves along the dashed line and arrives at Space II. Because II already has a Sea Troll, the Nerax moves farther along in the direction of the arrow.

Snow Tokens

- Snow Tokens are placed **facedown** on the **Hadria Game Board**, at every Sunrise, on all the **empty land spaces** of square shape.
Exceptions: They are not found on a space with a Hero, an Eternal Fire, or a Portal. **Important:** If there are not enough Snow Tokens in the supply, first place them on the spaces with the **highest numbers**.
- Snow Tokens cannot be simply passed over. When a Hero lands on a space with a Snow Token, he must **stop** on that space and **activate** it immediately.
- They are always activated **before** other Tokens on the same space (ie. a Well).
- You cannot turn them over from an adjacent space by using the Telescope.
- The new game elements in the Snow are described on the "**Hadria**" Equipment Panel.
- Snow Tokens on which the Firewood image appears, may be placed on the Hero Boards (in the area for Gold and Gems). All other Snow Tokens are removed from the game after they are activated.

Portals

- When a Hero is standing on a space with a Portal, he can use it, by placing his Figure on **any other space with a Portal**. You can not use it when passing through. After being used, both Portals are removed from the game.
- The Portal can teleport several Heroes simultaneously, when they are all standing together on the same space.
- A Hero may also carry other characters (ie. the standing Merrik) with him through a Portal.

The Sunrise Field

1. Turn over the top Wind Card and place it with the dot oriented upward. For a Storm Card follow the instructions.

2. – 5. All Creatures move in the sequence shown
First Gors, then Nerax, Sea Trolls, and Arrog.

Order within each Creature type:

- on the Sea first move the Creature that is closest to the coast;
- on the land first move the Creature that is on the space with the smallest number.

Important: In most spaces, only one Creature may stand.

If the space that a Creature will move onto, is already occupied by another Creature, it is immediately moved to an adjoining space that is further along in the direction of the arrows.

Exceptions: You may have multiple Creatures on the following: on the North Game Board: 91, 100, 107, 114; on the Hadria Game Board: 135, 144, 148.

6. Reset the Bard in the Hall of Fame

For each Creature on a land space, move back a number of fields (see display on the upper left of the game board). Move back 1 additional field for every 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 Legend 8 and 9): Wreck Tokens are revealed and activated

Follow negative instructions

7b. On the Hadria Game Board Roll the Winter die:

Every Hero loses the die value in Will Points, unless he stands on Spaces 135, 144, 148, or on the Ship. **Important:** A Hero on a space with "Eternal Fire" adds the die value to his Will Points.

Snow Tokens are placed on all empty land spaces of square shape.

Exceptions: Spaces with a Hero, Eternal Fire, or Portal

If there are not sufficient Tokens, first place them on the spaces with the highest number.

8. All Wells "refresh" (except when a Hero is on the Well Space)

9. Move the Legend Marker one Field further.

When the Legend Marker reaches Field "Z", the game ends.

Spielvarianten

Grenolin the Bard

- With Grenolin you can slightly lower the difficulty of the Legends.
- When a Hero leaves the Ship, Grenolin can simply **move along** with his Figure.
- When a Hero, in the course of the Legend, gains Fame (as a reward for defeating Creatures or other ways) and Grenolin is **on the same space with him** (ie. is standing with him on the Ship), the Hero receives **1 additional Fame**.
Example 1: You defeated a Gor, while Grenolin is standing on your space. You choose 2 Gold as a reward. In addition, you'll get from Grenolin an additional 1 Fame.
Example 2: A Hero brings a Log to Space 100. Grenolin is with him. He chooses a reward of 2 Fame and gets 1 additional Fame = 3 Fame.



The North Wells

- With the North Wells you can somewhat lower the difficulty of the Legends.
Replace the Wells from the Base Game. To do this you need to turn the North Wells over (gray side up) mix them and place them on the Well Spaces. Place them face down.
- A Hero who uses a North Well, gets whatever is shown on the Token. Then the Token is turned on to its back side and at the next Sunrise is again turned over to its front side.
- The Special Ability of the Warrior is still valid. He receives at the two 3 Wells - 5 Will Points plus 1 Gold or the Wineskin. At the 6 Well he naturally receives 6 Will Points.
- Bragor (from the expansion "Neue Helden") can also use his Special Ability at the North Wells and instead of Will Points receives 1 Strength Point. But then the Gold or the Wineskin he does not receive.



The Journey to the North for 5 - 6 Heroes



With the expansion "Neue Helden" you can experience all the Legends with 5 or 6 Heroes.

Place the Display with the Strength of the Creatures for 5 or for 6 players on the game board. Place it so that it covers the values for 2 - 4 players. *Example: a Nerax has 10 Strength Points with five players, and in a game with six it has 12 Strength Points.*

All the rules from the expansion "Neue Helden" apply. In addition, here are extra rules:

- Ship inserts cost 5 Gold each with 5 players, and with 6 players 6 gold each.
- When you are using the Black Herald (from the expansion "Neue Helden"), then he supports the Wizard in Legend 10, against you in Battle, and later also Qurun.

The "new Heroes" have these additional rule changes:

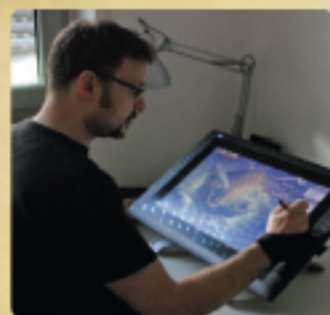
- Kheela's Water Spirit, at the start, is not found on the space where Kheela stands, but on the space where the Ship is. The Water Spirit can travel across both land and sea spaces. *It avoided only the river in Andor. You can read the story about this on legenden-von-andor.de.*

- The Water Spirit can **not** be on board the Ship.
- When the Ship and the Water Spirit are together on the same Sea space, a Hero on board the Ship can use the large white die in Battle instead of his own dice.
- Fenn's Raven can also reveal Snow Tokens.
- When Fenn uses a distance weapon (Bow or Ballista), he is allowed to use the Knife. Then he can reroll the last die rolled.
- Arbon's Ability applies to Gors, Nerax, Sea Trolls, and Arrog. It can not be used against Boss Monsters and not in Battle against the Wizard in Legend 10.
- When he uses his Special Ability, he shifts the Strength Points of the Creature, as usual, exactly one Field to the left. The Creature then gives the reward of the next smaller Creature. *Example: Arbon Battles against a Sea Troll. He moves the Strength Points marker from 12 to 10 Strength Points. The reward decreases to the value of a Nerax, ie 3 Gold / Will Points / Fame.*
- Bragor can not use Varlion the Flaming Sword or Varatan's Helmet because he has no storage spaces on his Hero Board for these items.
- But he can use Orweyn's Hammer, if this is placed on 2 adjacent small storage fields.

Additional figures for your own Legends

Irja the Nixie, The Unknown Warrior, and Warx, the King of Nerax have no function - not yet! This is where you exercise your creativity. Perhaps you know a Legend in which these figures play a role? Invent your own Legend with the Developer Guide on legendenvon-andor.de and use these new figures in it!

DEVELOPER GUIDE



Author and Illustrator:

Michael Menzel was born in 1975 and now lives with his family in Niederrhein. His great passion for drawing accompanied him since early childhood. His entrance into games illustration occurred in 2004 with a game for Kosmos Verlag. Since then he has illustrated, for various publishers, both children's and family games. His

first work as an author, "The Legends of Andor" won prizes both at home and abroad and was in 2013 awarded the "Kennerspiel des Jahres". After the expansion "The Star Shield" and the expansion for 5 - 6 players "Neue Helden", he has sent the Heroes, in the second part of the great trilogy, on an adventurous journey into the unknown North of Andor.

Der Autor und der Verlag danken allen Testspielern und Regelleseern.

Der Autor dankt besonders: „Meinem Sohn Johannes, meinem Neffen Joel und meiner Frau Steffi für die vielen Tessiner Test-Runden. Darüber hinaus danke ich Peter Neugebauer, Klaus Teuber, Reiner Müller, Inka und Markus Brand, Steffen (hätten wir doch mal einen Mast gekauft) Müller, Ela und Stefan Hein, Christof Tisch, Sandra Dochtermann, Benjamin Teuber, Katja Ermitich, Anne Lenzen, Thilo Knoblich, Andrea und Stefan Stadler, Arnd Fischer, Ralph Querfurth, Matthias Wagner, Christian Fiore, Jakob und Max Murphy. Außerdem danke ich den Mitspielern aus dem Soester Spieleclub: Jörg Krismann, Bernd, Marek und Joscha Ellersiek, Axel Borschel, Malte Mertens, Markus Thielers und ganz besonders Jost Schwider. Ein besonderer Dank gilt auch dem Kosmos Verlag für das Engagement auf allen Ebenen und ganz besonders Michaela Kienle für ihre hervorragende grafische Umsetzung dieses Spiels.“

Redaktion: Wolfgang Lüdtko

Grafik: Michaela Kienle/Fine Tuning

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Mehr Informationen über die Welt von Andor findet ihr auf legenden-von-andor.de