



# LEGEND OF HEROES

Expedition Solo



WITCHCRAFT STUDIO  
*Art & Design*

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## Introduction

'Legend of Heroes - Expedition Solo' is a solitaire variant of the game 'Legend of Heroes'. These solo rules built upon the expanded game rules, including the rules for Superheroes. It is assumed the solo adventurer knows these rules before reading the extra additions described in this variant rule set.

## Extra concepts

### Wandering Heroes

An extra draw pile is added to the game. This pile is made up of all the heroes that or not under the players control. These represent the other heroes currently wandering the dungeon, lured in by the promise of gold.

### Meeting a Wandering Hero

The player should roll a D20 whenever:

- The party is moved to a doorway that is not directly connected to a room or exit.
- The party is moved to a doorway connected to an empty room.

The current number of treasures in the player's possession should be added to the die result. On a result of 10 or more, a wandering hero meets the party and fights the current leader.

Whenever the party lands on a doorway tail connected to a room containing a dropped treasure, there always will be a wandering hero protecting the treasure. There will be as many wandering heroes as there are dropped treasures in the room.

### Fighting a Wandering Hero

Take the top card of the wandering hero pile; turn it upside down to match up the boxes with the leader card.

Fight as if it were a normal monster but with the exception that you cannot retreat. You can still change leaders.

Defeated wandering heroes go to the wandering hero discard pile. If there were more wandering heroes, the next one will fight the current leader.

Defeating a wandering hero after the dungeon has been cleared is rewarded by a treasure as long as the treasure pile is not empty. The dungeon is considered to be cleared when all rooms are explored, all monsters are defeated, and all hazards are cleared. The treasure limit still applies.

Encountering wandering heroes can be brutal; they will never give up. Plan your route to minimize the chance of meeting them.

## Changes to the normal rules

### Magic Fountain

The Magic Fountain lost its magic; it is just a fountain.

### Clerics

Healing does not cause the party to lose a turn. Clerics can heal one or multiple heroes at the start of a new turn but must discard a silver item from the gathered treasures for each wounded hero healed.

Healing is limited; consider who you are healing and why.

### Magic Users

If the magic user casts a spell it is not discarded afterwards, but the card is turned face down. The magic user may discard a crystal item to recharge the spell at the start of a new turn.

Whenever the party discovers the crystal cave, a magic user may recharge his spell and heal if he was wounded.

### Clearing the dungeon

Clearing the dungeon does not end the game.

## Victory

The player wins if at least one member of the party reaches an exit after the dungeon has been cleared and can repay the investors expedition fund:

- 1500 gold: break-even; it was probably better to die in the dungeon and save the humiliation
- 2000 gold: a respectable victory
- 2500 gold: this party is truly a legend of heroes.

## Afterword

These rules have been play tested thoroughly. However, mistakes, questions or suggestions can be reported using [the BGG forums](https://boardgamegeek.com/thread/1991423/legend-heroes-expedition-solo-solitaire-variant).

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