

Village of Legends



Adhara

Competitive game rules

Village of Legends

Competitive game rules of Village of Legends including all the abilities found in the Base game and *Ancient Guild*, *The Horde*, *The Reaper's Hand* and *Adhara* expansions.

Victory and defeat

The following rules are for the 2-4 Player Vs Player (up to 6 players with at least one expansion).

In this version of the game players fight against each other to be the last man standing.

The player or team who eliminates all of their opponents first wins the game.

A player is eliminated from the game when his Hero is reduced to 0 Life Points.

In the "Multiplayer Game" of these rules you can find the rules about how to form teams in 3-6 player games.

Game set-up



Starting cards:



Staff

Coin

- Place the Market Board on the table.
- Give 2 *Staff* and 8 *Coin* cards to each player and remove all remaining *Staff* and *Coin* cards from the game. Each player shuffles their 10 cards and place them face down in front of their Hero. This deck will be called the "player's own deck".
- Divide the remaining cards as follows:
 - Take all the **Beer** cards (with the white frame), shuffle them and place them face down on the space marked **1** on the Market Board. This is the Beer deck.
 - Take all the **Scroll** cards (with the purple frame), shuffle them and place them face down on the space marked **2** on the Market Board. This is the Scroll deck.
 - Take all the **Spell** cards (with no frame), shuffle them and place them face down on the space marked **3** on the Market Board. This is the Spell deck.
 - Take all the **Potion** cards (with the blue frame), shuffle them and place them face down on the space marked **4** on the Market Board. This is the Potion deck.
 - Take all the **Nuggets** cards and place them face up on the space marked **5** on the Market Board. This is the Nuggets deck.
- Shuffle all remaining cards and place the deck next to the Market Board. This deck is the **Main deck**.
- Reveal the first card of each deck on space **1 2 3 4** and lay them face up on their respective deck.
- Lay the first 5 cards from the Main deck face up on space **6 7 8 9 10**.

Getting started

At the beginning of each game, you will have the choice of deciding on a Hero or selecting one at random. After each player has made their selection, place the Life Points counter (red cube) at the maximum value found at the bottom of your character board, and place the Hero's XP Token at 0 on the XP track, found on the outside of your character board. To determine the starting player, each player rolls two dice and adds them together, with the highest roller becoming the start player (reroll to break ties). The start player will begin the game, with play continuing clockwise.

To finish setup, each player draw cards from their own deck.

Refer to the following table to determine the initial card draw at the beginning of the game.

# of players	First player	Second player	Third player
2	3 cards	5 cards	5 cards
3	3 cards	4 cards	5 cards
4+	3 cards	4 cards	5 cards

Player's turn

During your turn you can play cards from your hand in any order.

When you play a card the primary effect, found on the bottom left of the card, is applied.

In addition, some cards have secondary effects, indicated with text on each card, which happens after the primary effect is completed. All cards played from your hand must remain on the table and will be placed into your own discard pile only at the end of your turn (except Defence and Monster cards, which stay in play at the end of the turn).

You aren't required to play all cards in your hand, however, you must discard any cards still in their hand at the end of your turn.

Discarded cards are placed face up into your own discard pile.



Name of the card



Primary effect
See *Icon's key* at the end of this rulebook.

Secondary effect
It is applied after the primary effect. Read more on p. 9



Cost to buy the card from the Market.
If it is placed in a gold frame, you can sell this item. Read more on the next page.

The color of the frame identifies the type of card.


BUYING

By playing Coin and Treasure cards (cards with a -icon as their primary effect) from your hand you can buy any face up cards from spaces **1** - **10** of the Market Board. Items can be bought from the Market by paying the price indicated on the bottom right-hand corner, with any left-over gold () still being usable until the end of the turn. Once a face up card is bought (or otherwise removed) from the Market reveal a new card from the same deck, which immediately becomes available for buy; for spaces **6** - **10** , draw a new card from the main deck to fill the empty space.

Treasure cards are:

- Coin starting cards
- Gem cards ( expansion)
- Chest and Treasure Chest cards.
- Sandstorm Gem ( expansion).


Chest and Treasure Chest

Chests and *Treasure Chest* are Treasure cards with a variable value. Each time you play one of these card roll a die, add any + modifiers shown, and multiply the result by 10 to get the *Chest's* -value for this turn.

This value can be added to other Treasure cards played in the same turn and used to buy one or more cards present in the Market.




SELLING ITEMS


Items which price has a golden background can be sold from your hand for an amount of  equal to half their price. Cards with their price in a non-golden circle cannot be sold.

As cards are sold directly from your hand they cannot be used before selling.

Any sold items are removed from the game.

Example: If I sell an item which costs (30), I get 15 .

PLAYING DEFENCE CARDS


Defence cards are cards that have a -icon as their primary effect.

When you play a Defence card, placed it on the table in front of your Hero.

You can only have one of each type of Defence card in front of your Hero at any one time:


- Up to 1 Armour card (*Plate Armor*, *Leather Armour* , *Lizard Armour* , *Light Plate Armor* )
- Up to 1 Shield card (es. *Wooden Shield*, *Metal Shield* , *Tower Shield* , *Spiked Shield* )
- Up to 1 Helmet (es. *Helmet*)
- Up to 1 Cape (es. *Magic Cloak*)
- Up to 1 Defence Spell (es. *Stone Wall*)

If you play a Defence card of a type you already own, the old card is discarded.

Defence cards protect your Hero and are discarded when the sum of one or more attacks made in a single turn are equal to or more than the defence value as indicated on the card near the -symbol.

Damage done to Defence cards do not carry over between turns.

For more details, see *Weapon attacks to other players* later in these rules.

Any -bonus provided by a Defence card is applied each turn that card is in play.




You better have a shield to prevent my hammer if you want to survive!

BUYING MONSTERS


Monster cards are all cards with a red frame. Just like other cards, when you buy a Monster from the Market place that card into your discard pile.

PLAYING MONSTERS

You can play Monster cards in front of any player. Monsters enter the game with a number of Life Points as indicated by the  symbol, and you can track their wound using any die or a counter card provided.

EFFECT OF MONSTER CARDS

Monsters block your access to the Market: if you have one or more Monster cards in front of your Hero, you cannot buy cards nor play cards related to the Market (e.g. *Smelt Gold*).

Furthermore, at the beginning of your turn you will be attacked by each Monster in front of your Hero. To apply the primary effect, the owner of the attacking Monster normally rolls a die separately for each Monster and calculates the amount of damage inflicted including the +/- bonus on the bottom left corner next to the -icon.

If the defending player has any Defence cards, the attacking player decides how to distribute this damage before rolling the die, just like a normal attack.

If you are unlucky enough to have Monsters in front of your Hero from multiple owners, you decide the order of activating owners.

Each time a Monster's attack inflicts damage on your Hero, move the red cube that indicates the remaining Life Points.

Any other Monster's ability (eg. *Poison*) or secondary effects (eg. *Discard a card*) are applied at the beginning of the attacked player's turn (unless otherwise specified), immediately after that Monster's attack.

All Monster abilities are listed on pages 12, 13 and 14 of this rule book.




Primary effect: Attack
(at the beginning of the
defending player's turn)

**Monster's
Life Points**

**Cost to buy the
Monster from the
market.**

The Imp

The *Imp* is a different Monster because he attacks intelligence. Roll the die and add +2, this is the total intelligence Points () he takes away from the player he is attacking that turn.




Beware of Monsters with SNEAK ATTACK, FLEETING and OVERWHELM abilities!

Some Monsters have abilities which are applied immediately when they are drawn from the Main deck.

When this happens, read the rules related to that ability (pages 13 and 14 of this rule book).



WEAPON ATTACKS TO OTHER PLAYERS

By playing Weapon cards from your hand you can attack another player. When you play a Weapon check if you have any Monsters in front of you. If that is the case, refer to *Weapon attack to Monsters* on the next page. To apply the primary effect, the attacking player normally rolls a die separately for each Weapon and calculates the amount of damage inflicted including the +/- bonus on the bottom left corner next to the -icon.

Once any damage is inflicted on another player, move the Life Points counter down accordingly, keeping track of the player's Life Points. You can play any number of Weapon cards during your turn, repeating this method and inflicting damage (except for *Heavy Weapons*).

In addition, some Weapons have secondary effects, indicated with text on each card, which will take effect after damage from the attack is dealt.

Example #1: Weapon attack to another player



Attacking player


Die roll: 5
Weapon bonus: -2

$$\text{Die roll: } 5 - 2 = 3$$

Defending player

3 Damage is inflicted to the player.

Effect of Defence cards

If the defending player has any Defence cards in front of their Hero the attack must be used to defeat the defending player's Defence cards instead of reducing their Life Points. If the defending player has multiple Defence cards, the attacking player chooses the order the cards will be damaged before rolling the die. If an attack inflicts damage equal to the value next to the -icon it is discarded, and **the remaining damage is carried over to the next Defence card** in front of the defending player. Any remaining damage will not affect the attacked Hero's Life Points (except damage done by *Heavy Weapons*, see below). Damage dealt to Defense cards does not accumulate from turn to turn: at the end of the turn the value of each Defense card left in play returns to its maximum value.

Example #1: Weapon attack to another player who has Defence cards



Attacking player

Die roll: 5
Weapon bonus: +1


$$\text{Die roll: } 5 + 1 = 6$$



Defending player

Both Defence cards are discarded because combined defence is 5, however the remaining Damage isn't inflicted to the player.

Armour Bonus


Each time a Hero who has an armor bonus indicated with the -icon on their Character Board is attacked (for example *Paladin* at Level 2), subtract the indicated Armour bonus from the total damage inflicted. This Armour bonus is applied to each attack after discarding any Defence cards present in front of the attacked Hero.

Example #3: Weapon attack to another player who has an Armour Bonus

Attacking player

$$\text{Die roll: } 6 + 1 = 7$$

Defending player

The defending player has 2  Armour bonus.
7 - 2 = 5 Damage is inflicted.



Heavy Weapons

Heavy Weapons are indicated by an anvil ().

Playing a Heavy Weapon is the only Weapon card you may play that turn.

As opposed to non-Heavy Weapons remaining damage caused by Heavy Weapons is carried over to the next target and passes first through Monsters then Defence cards and finally to the defending player.

Example #4: Heavy Weapon attack to another player who has Defence cards



Attacking player

Die roll: 5

Weapon bonus: +5

$$\text{Die roll } 5 + \text{Weapon bonus } +5 = 10$$





Defending player

Both Defence cards are discarded, and the remaining 5 Damage is inflicted to the player.

WEAPON ATTACKS TO MONSTERS

By playing Weapon cards from your hand you can attack the Monsters in front of your Hero.

You are forced to defeat all Monsters in front of your Hero before attacking another player.

To apply the primary effect, the attacking player normally rolls a die separately for each Weapon and calculates the amount of damage inflicted including the +/- bonus on the bottom left corner next to the  -icon. A Monster is killed when it has no Life Points () remaining, with wounds carrying over between turns: keep track of each Monster's remaining Life Points by using a die. If you have multiple Monsters in front of your Hero, choose the order they will be damaged before rolling the die. If a Monster is reduced to 0 Life Points it is killed and the card is discarded to its owner's discard pile, and the remaining damage is carried over to the next Monster in front of the attacked Hero. Any remaining damage after having defeated all Monsters is lost (except damage done by *Heavy Weapons*, see above).

Example #5: Weapon attack to Monsters

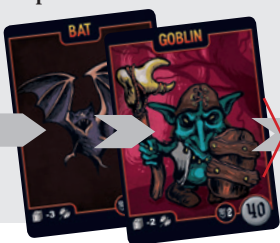


Attacking player

Die roll: 5

Weapon bonus: +5

$$\text{Die roll } 5 + \text{Weapon bonus } +1 = 6$$



Defending player

Both Monster cards are discarded, however the remaining Damage isn't inflicted to the player.

Example #6: Heavy Weapon attack to Monsters



Defending player

By playing a Heavy Weapon you can defeat the Monsters in front of your Hero, discard your opponent's Defence cards and inflict the remaining Damage to the defending player following this order.

Get experience points

When you defeat a Monster, you gain a total of XP points equal to the Cost of the Monster, indicated on the lower right of that Monster card. Move your XP Token along the path in multiples of 20 to keep your Hero's XP.

Read more about Experience Points (XP) on page 10.



XP token



XP points you get when you defeat the Monster

PLAYING SCROLLS

Scrolls are all cards with a purple frame and can be bought from space 2 on the Market board.

Every Hero can buy these cards but only Heroes with at least 2 Intelligence Points (📖) can play these cards from their hand, as they know how to read.

PLAYING SPELLS

Spells are all cards with no frame and can be bought from space 3 on the Market board.

Intelligence allows Heroes to cast Spells or to activate magic abilities. The value indicated on your Hero character board shows the amount of Intelligence Points (📖) available at the beginning of each turn and can be increased for the current turn by using certain Scroll cards or other magical items.



This symbol indicates the Intelligence Points (📖) required to use a Spell, magic item or other ability. When you play a Spell or ability that requires the use of Intelligence, subtract the value required to use that Spell or ability from your Hero's total intelligence points for that turn.

Attack Spells

By playing Attack Spells from your hand, you can attack an opponent or one or more Monsters in front of your Hero. Some Spell cards allow you to attack any Monster or player, if specified by the Spell card. The damage dealt by Spell cards passes through Defence cards and Monster cards to the player, in the same order as for Heavy Weapons.

The attacking player chooses the order in which to inflict damage before rolling the die.

Example #7: Spell attack to another player who has Defence cards



Attacking player
Die roll: 5
Spell bonus: +1
 $\text{Die} + 1 = 6$



Defending player
Both Defence cards are discarded, and the remaining 1 Damage is inflicted to the player.

Example #8: Spell attack to another player who has Defence cards




Attacking player
Die roll: 5
Spell's bonus: +1
 $\text{Die} + 1 = 6$




Defending player
Both Monster cards are discarded, and the remaining 1 Damage is inflicted to your opponent.

Damage from Spells that hit more targets (e.g. *Earthquake*) is not carried over from Monster to the owner, since the player is already directly attacked.




In games with 3-6 players it is not always possible to attack any player or Monster, look in the Multiplayer section later in these rules for further details.

Healing Spells: When you play a Healing Spell roll a die to see how much healing will be done: your Hero will recover an amount of Life Points equal to the roll of the die, modified by any +/- bonuses next to the -icon.

Unless otherwise indicated you can play Healing Spells only on your Hero.

Defence Spells: If the Spell has the  symbol you can play this card in front of your Hero. This becomes a Defence card and follows the rules indicated earlier in the *Playing Defence cards* and *Effects of Defence cards* sections.


Staff of Fire and Thunderstaff

These cards can be played as a normal staff ( -2 ) , however their power rests with their magic ability: using their  , Heroes are able to attack with this card like using a Spell.

Attacks by these magic staffs are considered Fire attack (*Staff of Fire*) and Air attack (*Thunderstaff*) and follow the same rules of inflicting damage of Attack Spells.



Elemental resistance


All Spells are divided into five elements: *Fire*, *Earth*, *Water*, *Air* and *Mind*. There are some cards or abilities which provide resistance to a specific element. Any elemental resistance reduces damage from an elemental attack by the Defence value () indicated.

Elemental immunity


If a Hero or Monster is immune to a specified elemental attack all damage inflicted to that Hero or Monster is reduced to 0.


Here is a list that includes all Spells discovered so far and their elements.

Fire	Earth	Water	Air	Mind
ALCHEMY GOLD	EARTHQUAKE	HANDS OF LIFE	BALL LIGHTNING	MIND CONTROL
FIREBALL	GAEA'S GIFT	HEALING	LIGHTNING	MIRROR IMAGE
METEOR SHOWER	STONE WALL	CURE	SLEEP	
BAN	POISONING		SANDS OF TIME	
	CALL SCORPIONS		TORNADO	




PLAYING BEER AND POTION CARDS

Potions are all cards with a blue frame and can be bought from space  on the Market board.

Beers are all cards with a white frame and can be bought from space  on the Market board.

When you play a Beer or Potion card, first apply the primary effect indicated at the bottom left, then the secondary effect (if any).

Consuming an excessive quantity of Beer can bring a Hero's Intelligence Points () to a negative value for the current turn.



ENDING THE TURN

When you have played all the cards you want to, place in your discard pile all cards played during this turn (but not Monsters and Defence cards in play) and any remaining cards in your hand.

You then end your turn by drawing 5 new cards from your deck. If your deck runs out, shuffle the discard pile to create a new deck, then continue drawing until you have 5 cards.

The turn passes to the player on your left.

Hero defeated

When your Hero reaches 0 Life Points you are automatically eliminated from the game along with all of your cards in play. Monsters escape into the wild without the protection of their masters and get discarded along with all other cards you have put into play.

Remaining damage of a lethal attack is not carried over to another player or Monster.

After a player has been eliminated from the game, the owner of each Monster present in front of the defeated player places that Monster in front of another player in play (maintaining their wounds).

In a multi player game if you are left standing in a team, you are free to choose any target for your attacks. If you end up with no cards in your deck, discard pile and in your hand, you are automatically eliminated from the game.

Secondary Card Effects

Some cards have secondary effects, indicated with text on each card, which will take effect after the primary effect is resolved. If you play a card, using the secondary effect is mandatory and must be resolved, if possible.

If the player does not have access to the Market during his turn (having a Monster in front of their Hero), any interaction with the Market is ignored (for example, *Remove a card from the market*).

If you attack a Monster with a Weapon that has an effect that mentions “your opponent” (e.g. *Your opponent discards a card*), the effect is applied to the player on your left (or otherwise to your opponent in a 5 or 6-player game).



DRAW A CARD

Draw a card from your own deck.

If the deck runs out, shuffle your discard pile to create a new deck, then continue to draw. If you have to draw a card, but there are no cards in your deck and in your discard pile, this effect is ignored.

REMOVE A CARD

Some secondary effects say “Remove a card” or “Remove a card from the Market”. To remove a card, remove it from your hand instead of discarding it. Sold cards are also removed from the game.

If the player does not have access to the Market during his turn (by having a Monster in front of him) then any Market effects are ignored.

If during the game you have no cards in hand, in play and there are no cards in your discard pile, you are automatically eliminated from the game.

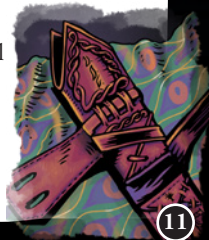
DISCARD A CARD

Some cards force you or other players to discard one or more cards. The discarded card is chosen by its owner, unless otherwise noted, and is placed face up in that player's discard pile.

In a 3-6 player game, these effects always target the player to the left of the active player, regardless of the target of the attack. If playing a card with the “Discard a card” secondary effect on a Monster, the player on the left (or otherwise his opponent in a 3-6 player game) always discards, even if the Monster/s are not his.

SHEATH

This ability can help any class of Hero to avoid unlucky hands. The Sheath card is useful for anyone who uses heavy Weapons and isn't discarded at the end of the turn. Place it in front of your Hero. At any point during your turn, if there are no Weapon on top of this card, you can sheath up to one Weapon card from your hand for use in any later turn. Place that Weapon on top of *Sheath* card. When you want to play that Weapon discard *Sheath*.



Experience Points (XP)

Each Hero has a unique skill set including an -value, Weapon bonuses and/or other abilities and weaknesses written on their Hero character board. When you kill a Monster is killed, your Hero gains its Market price in experience points. Use the XP tokens provided to keep track of your Hero's Experience on the XP track, found on the outside of the Hero character board; note it is in increments of 20 XP. If the XP token reaches or passes a coloured space the Hero reaches a new experience level, automatically unlocking the related abilities.

Yellow corresponds to **LEVEL 2**, while light blue corresponds to **LEVEL 3**.

Hero abilities

This list includes the abilities found in the base game and expansions:

The Horde, Ancient Guild e The Reaper's Hand.

+1 CARD : draw an extra card at the end of each of your turns.

X : At the beginning of each of your turns, after the attack of the Monsters, you recover a total of Life Points equal to X .

X : Every single attack that is dealt to your Hero is reduced by the X value. This ability is applied after any reduction from Defence cards.

X **WITH** (*type of attack*) : This ability increases damage done when playing cards of the indicated type. See *Weapon classification* table.

X **AGAINST** (*type of Monsters*): This ability increases damage done when attacking Monsters of the indicated type. The roll is increased by X only when the first attack target is a Monster of the indicated type. See 'Monster types' table.

BERSERK

Some Heroes activate this ability after having drunk the indicated number of Beers in a single turn. Roll a die, and use the tracks at the top of the Market Board to track the remaining turns, moving the counter down at the end of each of the you turns, including the turn Berserk was activated. While this ability is active, add the indicated attack bonus to all Weapons played from your hand. While active, the you cannot access the Market. If you play any additional Beer when your Hero is already Berserk, only apply the primary effect noted and don't prolong the Berserker duration. You can use the tables at the top of the Market board to keep track of your Hero's Berserk turns during the game.

DEVOTION

All of your Monsters (played or summoned) deal +1 each attack and are considered *Undead*.

LIFELINK

You may choose to use this ability once per turn before rolling the die when you play a non-Ranged Weapon. spend 1 for each damage point inflicted by this Weapon to one Monster or one of your opponents, after any reduction from Defence bonuses. For each spent in this way you gain one .


SABOTAGE

Any time during your turn remove up to one card from the Market.
Access to the Market is required to use this ability.


SNEAKING

Roll a die for every Monster in front of you and attempt to dodge them to get to the Market. If you roll a 4, 5 or 6 for every Monster you will gain access to the Market.

SUMMON

You may choose to use this ability once per turn after Monster attacks by using your . Other cards with this ability can also be played during this turn. Monster cards can only be summoned when at least one of the requested Monster cards is available. Summoned Monsters are placed in front of any opponent and act like normal Monsters. When an opponent defeats a Summoned Monster they gain the XP on the back of the mini card.

SWORDMASTER

Remove the restriction on only using a single Heavy Weapon  each turn, and allows the player to play any number of Weapon cards in the same turn.

TAMING X

When you try to tame some Monsters in the Market that have the Taming ability, your taming roll gets a bonus of the indicated value X.

VISION

Look at the first face down card in the Spell deck.

You may place this card on the bottom of the Spell deck if you wish.

This ability can be used one time at any point during your turn.

WEAPON CLASSIFICATION

The list below contains the Weapon cards of all the expansions so far.

					
Swords	Axes	Maces and Hammers	Range Weapons	Knives	Staves
BROADSWORD ELVEN BLADE FLAME BLADE SACRED SWORD SILVER SWORD SWORD DOUBLE BLADED SWORD SCIMITAR, DOUBLE SCIMITARS SABER	AXE BARDICHE BONE AXE DOUBLE AXE GIANT AXE	FLAIL MORNING STAR THUNDER HAMMER WARHAMMER SCEPTER WAR MACE	BOW, SHORTBOW CROSSBOW DWARVEN CROSSBOW ELVEN BOW ELVEN SHORTBOW SPEAR ELVEN SPEAR DAMNED SPEAR GLAIVE	DARK ELVEN BLADE ELVEN KNIFE KNIFE KRYSS ORCHISH BLADE SICKLE CHAIN SICKLE SACRIFICIAL KNIFE	CURSED STAFF FIRE STAFF MAGIC STAFF STAFF THUNDERSTAFF

Monster Abilities



This ability heals the Monster of X Life Points at the beginning of each turn, before attacking the player.



Every time damage is inflicted to a Monster with this ability, it is reduced by X.



Monster's Life Points may vary depending on the party size.

The Monster with this icon on its card has an amount of Life Points equal to the number of players multiplied by X.

DEFENSIVE

Defensive Monsters protect their owner from other Monsters or opponents' attacks.

This Monster is played in any player's area and acts as a Defence card until killed. Defensive Monsters don't block that player's access to the Market. The damage and experience work like other Monsters: it is susceptible to wounds and Heroes gain experience by killing it. If a Monster card is reduced to 0 Life Points it is killed: put the Monster card into its owner's discard pile and the remaining damage is carried over to the next Defensive Monster in front of the attacked Hero and to the next Defence card.

Any remaining damage after having defeated all Defensive Monsters and all Defence cards is lost (except damage done by Heavy Weapons).

FLEETING

When drawn from the Main deck the Monster with this ability is immediately placed in front of the player who draws it. These Monsters provide positive effects during the turn and don't prevent access to the Market.

At the end of each turn this Monster -if it isn't defeated- moves in front of the player to the left. When killed the player who kills them gains the relative amount of Experience Points and the Monster is removed from the game.



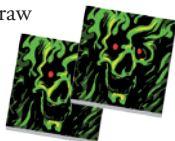
HOPPING

At the end of the defending player's turn the Monster with this ability moves and is placed in front of the player whose turn is next. This ability allows moving Monsters to group together at the end of each player's turn. This will also allow Monsters to proliferate, even multiple times and move at the end of each turn to the next player, proliferating again when necessary.

In a 2-player game in the "Player VS Player" mode this ability is not applied.

POISON X

Poisonous creatures like Giant Spiders, Snakes and Scorpions have the ability to leave a lasting affect on their victims. If the attack of this Monster inflicts at least one damage to a Hero during this turn, that player will receive the number of *Poison tokens* indicated on the Monster's card (draw only 1 *Poison Token* if not specified). At the start of each turn before other Monster's attack, this Hero will lose one Life Point for every poison token which he is infected by. Poison tokens can only be removed by playing specific cards or have no effect on Heroes with the *Immune to poison* ability.



PROLIFERATE X

This ability comes into affect at the beginning of each player's turn and before attacking the player. Each group of the same proliferating Monsters which reaches a certain number (X) will put a new mini card of the same Monster into play. The number of required Monsters is indicated by the proliferate ability value (X).



OVERWHELM

Dragons and other enormous creatures may burst into the game changing the balance. For each of your Village of Legends game, you can decide whether to include or remove one or more Monsters with this ability from the Main Deck.

When a Monster with this ability is drawn, place it in the space marked **10** (the space on the right) on the Market board.

If this space is occupied by a card move that card to the available space on the Market.

The Monster with this ability attacks the current player at the beginning of each turn.

At the end of each player's turn and till the Monster has been defeated, or all of his Special cards have entered the game, place a new Special card of that Monster type in space **10** on the Market, and move all the other Special cards of that Monster present on the Market one space to the left.

The Monster moves from space **10** to **9**, then to **8** and so on... placing the Special cards on top of the cards on the Market board.

The order in which one adds the new Special cards must match the design painted on the cards. Players cannot buy or sell cards or interact with the Market (including all loot cards) until the Monster with this ability is defeated.

At the beginning of each players' turn the Monster attacks the current player using all the abilities and effects of all its cards already present on the Market, starting from the first one on the left moving right.

If a Hero dies remaining damage of a deadly attack is not carried over to another player.

When the Monster has been defeated every player who has inflicted at least 1 wound to this Monster, earns the amount of Experience Points (XP) found on the bottom right of the last special Monster card (even if not played).

The items swallowed by the creature (the cards on which the Special cards of this Monster have been placed) may be shared among the players who have fought that Monster, starting from the player who has inflicted last blow and moving counterclockwise.

Each player chooses one of those cards and places it into their discard pile, without buying it, until there are no more cards left to distribute or if nobody else wants to take them.

Put the remaining cards at the bottom the Main deck.

When a Monster with this ability enters the game players may fight each other taking advantage of this diversion.



SNEAK ATTACK

When drawn from the Main deck the Monster with this ability is placed in front of the player who draws it and attacks immediately. If a player already has a Monster with this ability in front of their Hero and another is drawn, place the new Monster card in front of the player to their left (unless this player also has an attacking Sneak Attack Monster in which case the Monster will keep moving left until he finds a vacant space).

At the end of each turn this Monster -if it isn't not defeated- moves and attacks the player to the left.

When killed the player who kills them gains the relative amount of Experience Points and the Monster is removed from the game.

Any Monster card with this ability which is drawn at each player's first turn must be removed from the game (draw another card).



SPECTRAL

Monsters with this ability don't block player's access to the Market.

SUMMON

Monsters with this ability are able to summon other creatures before attacking. Summoned Monsters are placed in the same area and protect their master from attacks: they are attacked before the summoning Monster. Remaining damage dealt by players after having defeated all summoned Monsters is carried over the Monster who has summoned them.

TAMING X

Heroes have the possibility to tame certain wild Monsters and creatures which are indicated on the card along with their minimum taming roll (X).

If a player isn't able to reach the minimum roll, the creature will attack this player and will remain in the Market.

However if a player rolls successfully they can then buy this Monster from the Market.

Certain cards (e.g. *Elven Flute*) and Hero abilities provide bonus to the taming roll. If you have one of these cards in your hand, add that bonus to each roll until the end of the turn.





Multiplayer game

2-PLAYER GAME: Head to head

⌚ Average Duration: 20min

On the first turn the first player must draw only 3 cards instead of 5. Weapons, Spells and Monsters can be used on opponent. Each player can play Weapons, Spells (when allowed) and Monsters against his opponent. A player wins when they have eliminated their opponent from the game.



3-PLAYER GAME: Each man for himself

⌚ Average Duration: 20-30min

On the first turn the first player must draw only 3 cards instead of 5. On the first turn the second player must draw only 4 cards instead of 5. Each player must only use Weapons on the player sitting to his left. However players can use Spells (when allowed) on any chosen opponent or Monster. Generally a player places Monsters on his right to defend from incoming attacks however is not limited as to where he can place them. A player wins when they have eliminated all of their opponents from the game.

4-PLAYER GAME: Two teams

⌚ Average Duration: 30-60min

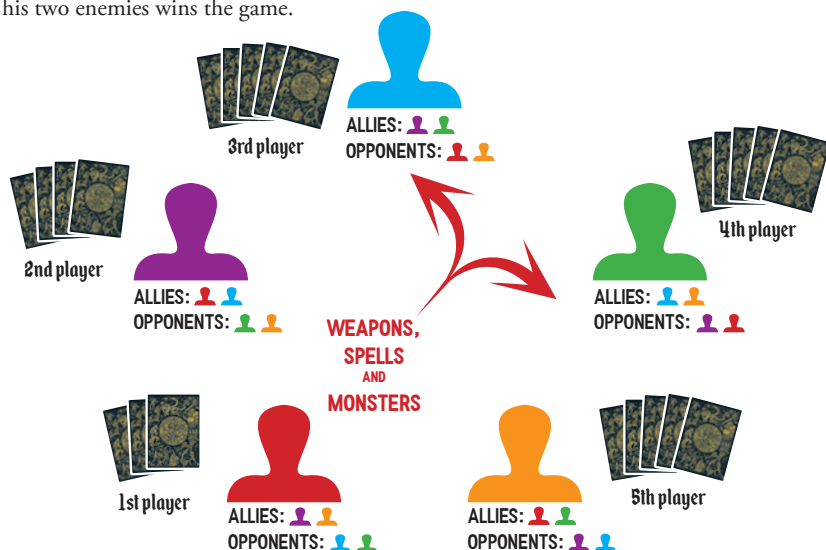
On the first turn the first player must draw only 3 cards instead of 5. On the first turn the second player must draw only 4 cards instead of 5. The game becomes even more fun with four players! Players divide into two teams and have to join forces and strengths and when needed even sacrifice themselves to defeat the other team! Weapon attacks are always used on the player to the left. It will be possible to heal your teammate, defend him from attacks using Monsters and to use various strategies to achieve victory! A team wins when they have eliminated the other team from the game.



5-PLAYER GAME

⌚ Average Duration: 40+ min

On the first turn the first player must draw only 3 cards instead of 5. On the first turn the second player must draw only 4 cards instead of 5. When played in 5 player mode, it's every man for himself, however each player has two allies, the player to his right and the player to his left at the start of the game. There are no restrictions on attacks. Weapons, Spells and Monsters can be used on any player. 5 player mode requires a higher level of tactical planning and even some bluffing if you want to survive. The first player to kill his two enemies wins the game.



6-PLAYER GAME

⌚ Average Duration: 60+ min

On the first turn the first player must draw only 3 cards instead of 5. On the first turn the second player must draw only 4 cards instead of 5.

In battlefield mode the game is structured like a showdown between two parties on a battlefield. After having chosen their characters players must choose a battle position.

Each team should sit together with two players at the sides as the frontline and a skirmisher in the middle who will protect his teammates by casting Spells (generally the magic character takes this place). Each player who is on the frontline can only attack the opponent who he has in front of him and vice versa.

Only when the frontline is broken can attacks be used against the Skirmisher in the back line.

The Skirmisher can use Weapons and Monsters against either of his opponents' frontline attackers and can also defend his comrades and gain experience by killing any Monsters which are attacking them.

This is the only game mode where Monsters follow the same attack restrictions as Weapons, meaning that Monsters can only be used against frontline players (when allowed).

Every player can cast Spells (when allowed) against anyone on the battlefield.

The game ends when the first Skirmisher falls.

A team wins when they have eliminated the opponent's Skirmisher.

Icon's key



: Roll a die!



: The amount of gold you earn by playing a Treasure card.



: The attack inflicted when made by a Weapon, Spell or Monster.



: Heavy Weapon attack.



: The amount of Life Points added or taken away from the Hero. It is not possible to go above the starting Life Points of a Hero.



: The amount of Intelligence Points provided by this card or, for a Hero, available at the beginning of each turn.



: The amount of Intelligence Points required to play a Spell card or to use an ability or effect.



: A Monster's Life Points when played.



: The amount of damage reduced after attacking a Hero or Monster.

Illustrations and game design: Lorenzo Lupi.

Rulebook: Lorenzo Lupi, Deane Harkin,
Mikkel Øberg.

In case of any further doubts, please check the FAQ
at www.VillageofLegends.com.



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