



Village of Legends

THE REAPER'S HAND

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CONTENTS:

3 Hero character boards

Dark Elf, Red Mage, Necromancer



69 Standard cards

- 20 starting cards
- 6 Nuggets cards
- 10 Monster cards
- 9 Weapon cards
- 5 Defence cards
- 2 Spell cards
- 4 Potion cards
- 3 Scroll cards
- 3 Sheath cards
- 7 Special cards



2 Dice



6 Life Points counters



6 black counters



3 XP tokens

4 Poison tokens

1 First Player token

1 Party token

56 Adventure cards (from #0 to #55)



169 Mini-cards

Items

# OF CARDS	NAME
2	Backpack
1	Bone key
6	Dream
1	Fire key
13	Food
1	King's Dagger
1	Letter
4	Magic Fragment
3	Mandrake
1	Map
6	Punch
1	Set of keys

Monsters

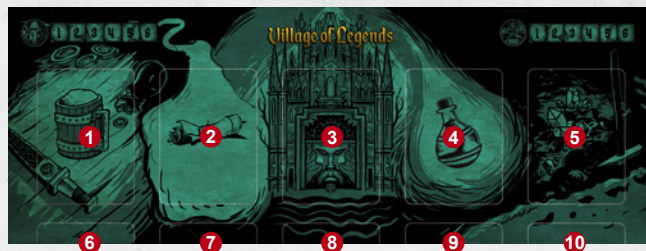
# OF CARDS	NAME
2	Abyss Lord
1	Ancient Gazer
12	Bat
12	Brigand
2	Cyclops
2	Evil Treant
3	Eviscerator
6	Fighting Frog
3	Ghost
10	Goblin
6	Guard
2	Inquisitor
6	Lizardman
1	Mimic
6	Orc
6	Rat
10	Skeleton
8	Slime
3	Troll
6	Undead Wolf
3	Watcher
12	Zombies

Allies

# OF CARDS	NAME
1	Agril Twilighthand
1	Billy the orphan
1	Dwarf King
1	Honoli Goblinsquasher
1	Izaldor
1	Tenebre
1	Wicce

GAME SET-UP

Here below are the instructions on how to set-up the new cooperative game (hereinafter abbreviated as co-op). If you are going to play the classic Player vs Player mode (hereinafter abbreviated as PvP) please follow the Set-up instructions of the base rules and include all the new Heroes and standard cards when setting off.



- Place the Market Board on the table.
- Place all the mini cards within reach.
- Place all the Adventure cards within reach (all the cards with the door on the back) and place them in increasing number.
- Give two *Staff* and eight *Coin* cards to each player and remove all remaining *Staff* and *Coin* cards from the game. Every player shuffles these 10 cards and places them face down in front of them. 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 down on the space marked **5** on the Market Board. This is the Nuggets deck.
 - Take all the Monster cards (with the red frame) and all the Standard Special cards (dragon scales on the back) from the Main deck.
 - Shuffle all remaining Standard cards and place them next to the Market Board. This is the Main deck.

A BRIEF INTRODUCTION

Welcome to the first campaign of Village of Legends.

Base game rules knowledge is required in order to play this expansion set.

In this new game mode players work together and form a war band, moving together as a group, in search of adventure, fame and fortune. In the Reaper's Hand, Heroes are led by the Adventure Book and are destined to discover the origins of an ancient curse. Although exploring the dark dungeons alone is not recommended, this game is designed in the way that it can be played either as a solo game or with up to 6 players.

THE ADVENTURE BOOK

Players start their quest from the first chapter. The book does not follow in order from one chapter to the next. The players will be 'bounced' around from page to page depending on the choices they make, the roll of the dice, or the will of destiny. When the party has to choose a path, players should come to a decision together on which fork of the road is the best. At the end of each chapter, players are given a choice of ways that they may follow. Each choice contains a reference to the chapter number that should be read next (no peeking!) if that choice is taken.

Here is an example.

...which way to go?



When presented with the above symbol in the book, it's time to make a choice.

Different options will appear as below (three in this case):

Take the path in the direction of the visible cliff. Go to chapter 12.

Continue on the trail that starts between two houses. Go to chapter 24.



(only if players have the "X" card)

The old map you have leads to a secret passage down the chamber. Go to chapter 36.

A lock icon indicates a particular card (or condition) which is required in order to continue on this path.

SETTING UP AN ADVENTURE



When setting off, the Adventure Book requires you to set up the deck for that adventure. All Adventure cards are numbered on the top left from #1-55. When the card with #0 is present it is always placed on the bottom of the deck unless specifically otherwise indicated. Shuffle the remaining cards (in this case #22 #26 e #34) and place them face down on the table. Read over any special rules associated with that adventure in the Adventure Book.



Once the Adventure deck has been built each player draws 5 cards from their own deck. If players have defense cards (armors or shields) they can play them from their hand before drawing the first Adventure card. After having drawn their hands the players must decide which player will take the *First Player* token and draw the first Adventure card. After the first player's turn, game moves clockwise.



"MONSTERS!" ADVENTURE CARDS

The diagram below demonstrates how to read a "Monsters!" Adventure card.

Card number

All Adventure cards are numbered from #1-#55. For every quest that the Heroes embark on, a deck will be made up of selected cards.

Drawing Monsters

First determine how many and which kind of Monsters will attack the players. Place all Monster cards one by one in front of the Heroes starting from the First player and moving clockwise. If there are not enough mini cards of the requested Monster kind, draw the standard card of that Monster. If there are not enough standard cards of the requested Monster kind no further cards are drawn.

Placing Monsters

The number of Monsters to draw depends on the party size. According to the number of players in your party (👤) draw the indicated number of Monster cards of the same kind, always round player number up. Refer to the table on the right and to the above card as an example. Following the order from the first kind to the next, place one by one all the Monster cards drawn in front of the Heroes, starting from the First Player and moving clockwise. If no party size icon (👤) is found, draw & place just one Monster of the indicated kind.



Any other condition or ability comes into effect at the beginning of each player's turn until the end of the encounter.

Meaning, for example, that for each turn the Adventure card #18 stays in play the current player discards two chosen cards at beginning of their turn.

Here are some examples:

Adventure card #3 "All Monsters get 🗡️": Damage dealt by all Monsters is carried over like Heavy Weapons until the end of this encounter. In the "Monster attacks to players" section later in these rules, some particular situations are explained further.

Adventure card #7 "The Imp attacks the most intelligent Hero": After placing the Monsters, place the Imp Monster card (in this case Imp is found as a base game standard card) in front of the Hero who has the highest starting intelligence value. Roll a die in case of a tie.

Adventure card #10 "Remove a card from your hand": At the beginning of each player's turn, that player removes a card from their hand.

Adventure card #46 (Library): Players may attempt to draw a Spell card as indicated on the card by rolling a die at the beginning of each turn.

Encounter's XP

When the last Monster has been defeated the encounter ends and every player gets the indicated number of Experience points (XP).

Example card #18:

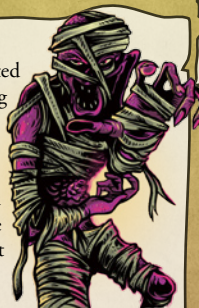
Party size (# of players)	Monsters to draw
1	1 Lizardman, 1 Fighting Frog, 1 Slime
2	1 Lizardman, 2 Fighting Frogs, 1 Slime
3	2 Lizardmen, 3 Fighting Frogs, 2 Slimes
4	2 Lizardmen, 4 Fighting Frogs, 2 Slimes
5	3 Lizardmen, 5 Fighting Frogs, 3 Slimes
6	3 Lizardmen, 6 Fighting Frogs, 3 Slimes

COMBAT

Monster attacks to players

After placing all Monster cards in front of the Heroes, as indicated by the Adventure card, each player takes their turn, starting from the player who possesses the *First Player* token and moving clockwise, as per usual. Monsters placed in front of the First Player attack as soon as they come into play.

The current player rolls a die for each Monster in their area. In the case of more than one attacking Monster in front of the same player, the Monsters follow the attack order from the strongest attack value to the weakest.



Defence

When a **Monster attacks a player who has Defence cards** in front of them the damage is inflicted starting from the Defence card with the lowest value to the highest. Player chooses in case of a tie. If a Defence card suffers damage equal to the value next to the icon, it is discarded and the remaining damage is carried over to the next Defence card. Any remaining damage will not affect the Hero's Life Points (except damage inflicted by Monsters with Heavy attack!).

Spiked Shield: If attacked by a non-ranged Weapon this shield deals 1 to the attacking player or Monster. Attacking Monsters which are in another area (usually the Boss or some magic creatures...) don't suffer any damage from the *spiked shield*. This damage can be reduced by any Defence card or armor bonuses of the attacking player or Monster.

Monster's Heavy attack

Damage done by Monsters with Heavy attack is carried over like Heavy Weapons in the following order:

- 1: Defending player's Defence cards
- 2: Defending player's armour bonuses
- 3: Defending player's Life Points

Hero defeated

A player is defeated when his Hero is reduced to 0 Life Points. Any remaining damage from all attacking Monsters in that player's area is not carried over to other players. Only in this new co-op mode, all cards in that player's hand and all items in their inventory are placed in front of the defeated Hero character board. During their turn, any other player still alive, who as no Monster in front of them, can buy



these cards by playing Money cards from their hand and collect mini cards by putting the items in their own inventory. If there are no surviving Heroes, read the Dead section of the current mission in the Adventure Book. The party size remains the same until the end of the adventure even when a Hero is defeated.

Player attacks to Monsters

As in the base game, by playing Weapon cards from their hand players can attack other Monsters in play. A Monster placed in front of any other player can be attacked only if there are no Monsters in front of the attacking player. Inflicting damage rules are the same as in the base game: any number of Weapons can be deployed during a player's turn, however in this Co-op mode, the player is always forced to attack a Monster in play if able to. If there are multiple Monsters in a single area, attacking player chooses the order damage will be inflicted before rolling the die. If a Monster is killed the remaining damage is carried over to the next Monster in the same area. Any remaining damage after having defeated all Monsters in a single area is lost (except damage done by Heavy Weapons and Spells, which can be carried over to Monsters in a second area but not a third!).

Punch mini card

In this new co-op mode whoever joins the fray will be equipped with a new Weapon... their own punch! *Punch* mini card always stays close to the Character board. Once per turn players can choose to use Punch. They cannot use punch in the same turn as other Weapons or attack Spells. The attack is -4.



Weapon secondary effects

Discard a card

The Weapon with this effects when played against a Monster has a different secondary effect. For each card which would have been discarded by an opponent in the classic PvP game the armour value of the defending Monster is reduced by one. This secondary effect is ignored if the defending Monster has no armour bonus.


Remove a card from the Market

Only in this new co-op mode, this ability allows you to replace any loot cards in play with a new one of the same type. Draw a new card from the same deck and place it in the same area of the removed card. Put the removed card on the bottom of it's deck.

Playing Spells

Damage inflicted by Spells function like using a Heavy Weapon: damage is carried over to the next Monster in the same area and any remaining damage is carried over to Monsters in a second area. Attacking player must declare, before attacking, the order of damage infliction. Any remaining damage after having defeated all Monsters in two different areas is lost. As in the base game, healing Spells can only be used on that player's Hero, unless otherwise indicated.

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  value indicated on the card.

Elemental immunity

If a defending player or Monster is immune to a specified elemental attack all damage to attacked player 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	
METEOR SHOWER	STONE WALL	CURE	SLEEP	
	POISONING			

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.



LOOT

Defeated Monsters may leave items for the killer or other effects listed on the back of that Monster's mini card. These cards from now on will be called "Loot cards". Draw the cards indicated on the back of the Monster mini card and place them face up, in the area where the Monster was killed. A player can also decide not to loot enemy corpses by not turning over one or more mini cards drawing the items lying under their bodies. Any loot card dropped by a defeated Monster must be drawn from their deck, as follows:

1x BEER: draw&place the first card of the Beer deck.

1x SCROLL: draw&place the first card of the Scroll deck.

1x SPELL: draw&place the first card of the Spell deck. If an element is indicated (for example *Fire Spell*) draw cards from the Spell deck until you draw a Spell matching that element. Then put all other cards drawn this way on the bottom of the Spell deck.

1x POTION: draw&place the first card of the Potion deck.

1x NUGGETS: draw&place the first card of the Nuggets deck.

1x CARD: draw&place the first card of the Main deck.


1x WEAPON: draw cards from the Main deck until you draw a Weapon card. Then place it and put all other cards drawn this way on the bottom of the Main deck.

1x DEFENCE: draw cards from the Main deck until you draw a Defence card. Then place it and put all other cards drawn this way on the bottom of the Main deck.

1x FOOD: shuffle all the food mini cards available, then draw&place one of these cards at random.



When instructed to draw a card that isn't on the list above, draw&place the card with the requested exact name from your pool of cards. If there are no more cards with the requested name to draw, no card is drawn.

When a  icon is present on the back of the card, a roll will determine the loot cards.

Experience

When a Hero defeats a Monster they also gain the experience points (XP) specified in the lower-right corner of the back of the mini card, if present.

When a Monster found on a standard card is killed, the Hero who kills them gains the experience points indicated on that exact card. No loot cards will be drawn after killing a Monster found on a standard card unless otherwise instructed by the adventure special rules.



Sheath

This item can help any class of Hero to avoid unlucky hands. It is a useful item for anyone who uses heavy Weapons and isn't discarded at the end of the turn. Place *Sheath* in front of your Hero character board. 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*. Discard any sheathed Weapon at the end of each adventure.



BUYING

Loot cards remain in play until the end of the encounter and are discarded before drawing a new Adventure card, but until then, players can buy loot cards by playing Money cards from their hand, as in the base game. If a player has a Monster card in front of them, they cannot buy loot cards. A player can also buy loot cards placed in other players' area, unless there is a Monster in that player's area.

SELLING ITEMS

In this co-op mode during an adventure players are not able to sell items.

THE FIRST PLAYER TOKEN



When all Monsters of a single encounter have been defeated, the player who kills the last Monster immediately gets the *First Player* token becoming the First Player. From this moment on, starting from the First Player and moving clockwise, each player has up to one turn to buy any loot card still in play, cure wounds and get prepared for the next encounter. During these turns players can purchase loot cards and play any card except Weapons and Spell attacks. If every other player has played their turn in this phase, the First Player has at their disposal a second turn to buy loot cards already in play or play other cards before drawing the next Adventure card. Drawing a new Adventure card means discarding all (unpurchased) loot cards still in play. If needed a player may discard all unused cards from their hand and finish their turn allowing following teammates to buy cards still in play.

However, during their turn anyone who wants to become the First Player may take the token, place it in front of their Hero and then draw the next card from the Adventure deck, forcing all other party members to keep pace with them. Before drawing a new adventure card follow these steps:

- Gain the experience points (XP) of the encounter just ended (if any).
- Remove the cards of any defeated Monsters.
- Remove any loot cards still in play. When you remove a card put it on the bottom of that card's deck.
- Remove all summoned Monsters and discard all magic Defences in play (e.g. *Stone Wall*).

Already faced Adventure cards are discarded in a discard pile close to the Adventure deck. When instructed to "shuffle all non-removed cards of this Adventure back into the deck" discarded Adventure cards are shuffled.

ENDING THE TURN

When the player does not have any remaining cards to play or has cards and does not want to play them, they place all played and remaining cards in their discard pile. They finish their turn by drawing 5 new cards from their deck. If there are less than 5 cards in the player's deck, the player must draw remaining cards from their deck then shuffle the discard pile (along with the purchased items) putting this deck face down then continue drawing until they have 5 new cards.

INVENTORY


During their adventures players will collect artifacts, food and other items found on mini cards. The Inventory is an easily accessible backpack which contains all of the items dropped by Monsters or bought and gathered during their adventures. Every Hero can have up to a maximum of 5 mini cards in their inventory. At any moment during their turn, even after a lethal attack, players can play one or more mini cards in their inventory. Items found on mini cards don't require playing any Money cards to be added to a player's inventory, however cards dropped in an area can't be collected while is a Monster in that area. Players have the possibility to trade these types of items with each other. They can do this at any point of either player's turn provided that neither player has Monsters in front of them. At the end of the play session players must note on their own "Hero Sheet" the cards which they have accumulated.

Light items

Some items do not require space in the inventory because of their small size. Light items must be noted in the "light items" section on the Hero Sheet when the play session is over.

Food cards

Food cards are consumable items which provide different kinds of bonuses. Food items are one-time use items that must be discarded after use. When a player decides to consume provisions and play a food card all effects described on the back of that card are applied.

When a  icon is present on the back of the card, a roll will determine the loot cards.

Food - Chicken

This Special card is a Defensive Monster which can be eaten once killed. When you get hungry play this card in front of your Hero as a Defensive Monster. When a player or a Monster kills the Chicken turn over the card and put it in your inventory, ready to be eaten in the way described on the back of the card.

Resources

Cumulative Resources like *Log*, *Leather*, *Lizard skin*, *Demon Skin* and *Dragon scales* are not represented by mini cards. Once found they must be noted in the Hero Sheet provided. Resources don't require playing any Money cards to be added to a player's inventory.

Resources can be stacked up and when found should be recorded on the Hero Sheet.




ALLIES

During their journey, Heroes might even meet friendly people who help them on the way and join the party. Allies, found on mini cards, normally give some kind of bonus to the whole party however each Ally must be entrusted to a single player and that card is placed close to their Hero character board. That player will be called their 'Master'. If an Ally gets wounded, their Master can play Potion cards to cure him during their turn while anyone can play healing Spells on an Ally. There is no limit on the number of Ally cards entrusted to a single Hero. If an Ally is reduced to 0 Life Points it is killed and the card is discarded. If a player dies their allies will move beside another party Hero (you chose, or roll a die). If instructed to draw an Ally card which is already in play, no card is drawn.


A Agril Twilighthand: When a *Trap!* or *Door* Adventure card is drawn (cards #38, #39, #41 or #50 of this expansion), if *Agril Twilighthand* is in the party roll a die: if you roll 5 or 6 discard that card and draw the next one from the Adventure deck.


B Billy the orphan: this faithful squire serves his Master by holding their Weapon, ready for battle. At any point during your turn, if Billy is not already holding a Weapon, you can **sheath** up to one Weapon card from your hand. Place that Weapon on the bottom of this card. When you play that Weapon, unlike a *Sheath* card, *Billy* isn't discarded. The Weapon held by *Billy the orphan* is carried over from one adventure to another. If he dies put any Weapon card held into the discard pile of his Master.

K Dwarf King: Place this card on the left of any player. This ally will take his turn before them. Without increasing party size (/ ) he gets attacked by Monsters. His Master (even though kings have no master) rolls the die to attack the Monsters present in the *Dwarf King* area, which is separate from his Master's area.

I Izaldor: Once per adventure you may look at the top card of the Adventure deck and choose whether or not to shuffle.



H Honoli Goblinsquasher: Before drawing an Adventure card you may place this card on the left of his Master. If you do so, he will take his turn after that player's turn. Without increasing party size (/ ), he gets attacked by Monsters of the next encounter. After Monsters attack, his Master rolls the die to attack all the Monsters present in *Honoli's* area, which is separate from his Master's area. Any remaining damage done by Honoli after having defeated all Monsters in his area is lost.


T Tenebre: Thanks to her extreme agility this tenacious beast can't be attacked. Once per adventure, during her Master's turn and after the Monsters attack, *Tenebre* makes a heavy attack () in a single chosen area. Damage done by *Tenebre* after having defeated all Monsters in that area is carried over to a second area of player's choice but not a third.

W Wicce: This grisly woman possesses magic powers and may help Heroes to get out of bad situations. Once per adventure, during her Master's turn and after the Monsters attack, players may invoke her help. If they do so, *Wicce* will attack as described on the back of the card. The Spell cast by *Wicce* is a earth attack (*Earthquake*) or a water healing Spell (*Hands of Life*).



OTHER ADVENTURE CARDS

When there are no Monsters, apply the effect or ability indicated by the Adventure card. When there are no Monsters and a roll of a die is required, First Player rolls and applies the effect or ability indicated by the Adventure card.


When instructed to draw cards /  draw the indicated number of cards corresponding to your party size, always round up.

When the effects have been applied discard that card and draw the next one from the Adventure deck.

Adventure card #14 "Hand size is reduced by one": Each player has a hand size, which is normally five cards. This ability reduces by one the number of cards drawn at the end of the players' turn. No cards are discarded from players' hand.

THE FINAL BOSS

When the Adventure card #0 is present it is always placed on the bottom of the Adventure deck unless specifically otherwise indicated.

Final boss is normally the last encounter of a mission and it is unique to each adventure. Its characteristics are written in the Adventure Book after any 'Special rules'. Read the rules related to the Final Boss only when the Adventure card #0 has been drawn. Play the Final Boss in an area separate from any other player's area. If attacking player has Monster in front of them, remaining damage is not carried over to the Final Boss Monster (except damage done by Heavy Weapons () and Spells). After its defeat, player who kills the Final Boss gets immediately the *First Player* token becoming the First Player. Starting from the First player and moving clockwise, each player has at their disposal up to one turn to buy any loot card still in play and cure wounds.

If every other player has played their turn in this phase, the First Player has at their disposal a second turn to buy loot cards already in play or play other cards before the conclusion of the current adventure.



CONCLUSION OF AN ADVENTURE

When all the Adventure cards have been drawn (including #0 "Final Boss" when present) the Heroes have completed the adventure. Following the instructions of the Adventure book Heroes gain rewards or useful items.

DEAD

When there are no Heroes alive the party is defeated and players will be bounced to a chapter indicated by the current mission on the basis of the progress achieved by the party. The Adventure Book will show you how to manage cards and progress. If at least one Hero remains alive and survives the adventure, refer to section "Alive".

ALIVE

If at least one Hero remains alive and survives the adventure the party will complete the quest and unlock its secrets. Shuffle the Main deck and each deck on the Market board and players discard their hand and shuffle their discard pile with their deck. Any defeated Hero who has not been brought to life in time is removed from the game with all their remaining cards and that player must reset their Hero Sheet. That player chooses a new Hero (preferably a different one) and they will join the party before continuing to read the next chapter, after the bonuses gathered by the Final Boss, if any. Each new Hero starts with a deck of 10 cards: 8 Coin cards and 2 *Staff* cards.

ENDING THE SESSION

The adventure which is painted for the future of your Hero will take a long time, for this reason it will not be possible to end it in one go. Players can pause the game at any time, however the smoothest way to end a play session is to do it just after the 'Pack Your Bag' phase. Each player can write down the cards, items and skills they gathered throughout the journey and make a note of the progress they have made on the Hero Sheet provided, so that it will be easy to resume the game.

PACK YOUR BAG

At the end of each adventure if they survive, Heroes may be overweighted by the load of items and Weapons they have collected during their journey and normally players will be called to select some cards from their deck to keep them for the adventure ahead. When you see the 'Pack your Bag' box above, each player must remove exceeding cards down to 10 cards in their deck, following these rules:

- 8 of these cards must be Money and/or *Nuggets*. If a player has not enough cards, that player draws *coin* cards until they have 8 Money and/or *Nuggets*.
 - Put the removed cards on the bottom of deck of that card's type.
 - In this phase players have the possibility to trade any number of Weapon cards (within the limit specified of cards)
 - Some permanent base skills allow to keep more than ten cards. The player is allowed to keep one additional card of the specified type (e.g. +1 *Weapon card*) for each of the skill they have acquired.
- As player's deck is lightened, each player shuffles their deck.

Example: A player ends an adventure with a deck consisting of 18 cards. 3 cards of them are *Nuggets* and 5 are *Coin* cards. He can carry only 2 cards among the 10 cards remaining, but thanks to his skill "+1 *Potion card*" he will be able to carry one additional card drawn from their deck, as long as it is a *Potion* card. Then he removes the other 7 exceeding cards.









EXPERIENCE POINTS AND SKILLS

As in the base game, when a Monster is killed the Hero who kills it gains an amount of experience points indicated on the bottom-right of the card (Standard Monster) or found on the back of the mini card. Experience points are also gained after an encounter ends, as mentioned before. In this new co-op mode each Hero progresses by acquiring different permanent skills. If any of the Heroes reach level 3 of experience points, that player can reset their experience points (loosing abilities and bonuses linked to level 2 and level 3) to gain one Basic skill of their choice, any time during the adventure. As soon as you need, check the box next to the name of the skill and place your Hero's XP token back to 0. The skills are listed on the "Hero Sheet" and allow Heroes to acquire new abilities, attack bonuses and additional cards to keep during the 'Pack your Bag' phase. If the player does not want to choose a **Basic skill** they can instead choose to move up a learning stage towards gaining an **Advanced skill**. Experience points are carried over from one adventure to another and must be noted on the Hero Sheet when the play session is over.

Basic skills

+1 with (Weapon/Spell type)

This skill increases the attack bonus of the indicated Weapon/Spell type for each card played by a player. You cannot acquire the same skill more than once.

- ☐ +1  w/ Swords
- ☐ +1  w/ Axes
- ☐ +1  w/ Maces & Hammers
- ☐ +1  w/ Ranged Weapons
- ☐ +1  w/ Knives
- ☐ +1  w/ Staffs
- ☐ +1  w/ Fire Spells
- ☐ +1  w/ Air Spells


+1 (type) card


This skill allows players to keep one of the indicated card type, from their deck, during the 'Pack your Bag' phase. This skill is used at the end of adventure and bonus cards must be selected from the player's deck. You cannot acquire the same skill more than once.

- ☐ +1 Weapon card _____
- ☐ +1 Ranged Weapon card _____
- ☐ +1 Spell card _____
- ☐ +1 Staff card _____
- ☐ +1 Potion card _____
- ☐ +1 Scroll card _____
- ☐ +1 Beer card _____
- ☐ +1 Defence card _____
- ☐ +1 Treasure card _____

When the play session is over note any additional card in the corresponding space on the Hero Sheet.

Advanced skills

There are three stages to acquire an advanced skill. Heroes move towards gaining an advanced skill by filling in a learning stage () found on the Hero Sheet. When both stages have already been reached, the third stage is an advanced skill. At the third step players can choose one advanced skill for their Hero. Once a Hero has gained an advanced skill the player must rub out the learning stages. When more than one ☐-icon is present on the list below, the player can acquire multiple copies of the same skill, in relation to the number of ☐ present. Effects of these skills may vary depending on the number of ☐ of the same skill which has been acquired.

☐ **Arcane Knowledge:** Get + 2  untill the end of turn after playing a Spell.

☐ **Precision:** Using a Ranged Weapon (see 'Weapon classification' later in these rules) you can attack Monsters present in any area even if there are Monsters in front of you.


☐ **Blacksmith:** Forge items by combining Resources and *Nuggets*. When you are close to an anvil a Blacksmith table will appear in the Adventure Book.



☐ **Bowyer:** Once, at any time during your turn, if there are no Monsters in play, discard a Knife card from your hand to craft one bow or crossbow by combining *Log* cards (see 'Bowyer table' later in these rules).

☐ **Broad shoulders:** Carry 2 extra items in your inventory. This bonus is cumutable with other bonuses of the same type.

☐ **Burglar:** Roll a die when a *Trip!* or *Door* Adventure card is drawn (cards #38, #39, #41 or #50 of this expansion).



If you roll 4, 5 or 6 discard that card and draw the next one from the Adventure deck.


☐ **Erudition:** Your starting intelligence is increased by + 2  and you learn how to read *Scrolls*. Only for Heroes with 1 or 2 intelligence starting value.

☐ ☐ **Healer:** Any time you play a Healing Spell, all other Heroes get + 2  (☐) or +3  (☐ ☐).

☐ **Hiding:** Hide from Monsters during your turn after their attack. You can't be attacked by Monsters you have in front, which move in front of the player on your left at the end of the turn. As long as you remain hidden -for any length of turns- you are not forced to attack, but when you do, you will become visible again. Only one Hero per encounter can use this ability.

☐ **Immunity to poison:** Immune to any kind of poison.


☐ **Meditation:** Discard 3 cards from your hand during your turn to get +4  in the following turn. If the Hero before that turn loses at least 1  the effect will be cancelled.

☐ **Provocation:** Once per turn, after Monsters attack, you may discard two cards and roll a die to have a chance to provoke one Monster in play into attacking another Monster in the same area. Your roll -2 must be greater than the amount of Life Points of the Monster you want to deceive. Any remaining damage after having defeated the attacked Monster is lost (except damage done by Monsters with Heavy attack , which can be carried over to the other Monsters in that area).

Undead Monsters (See 'Monster types' later in these rules) and Final Boss can't be provoked.

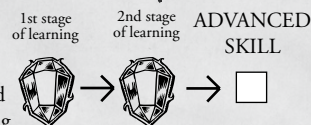
☐ ☐ ☐ **Resurrection:** Discard 5 cards during your turn to bring a Hero which has been defeated during the current adventure back to life. Returning players come back with 15 Life Points however they lose 1 skill. Only 1 (☐) or 2 (☐ ☐) or 3 (☐ ☐ ☐) times per adventure.

☐ **Stealth:** Buy Loot cards in areas where there are Monsters.

☐ **Stewmaker:** At the end of the adventure, all  gained by every player when playing food cards is doubled.

☐ **Tailor:** Once, at any time during your turn, if there are no Monsters in play, craft any number of items by combining Resources cards (see 'Tailor table' later in these rules).


☐ **Toughness:** Increase your maximum Life Points by 4.




HERO ABILITIES


The list below contains the abilities of all the expansions so far.




+1 card : The number of cards drawn at the end of the turn (hand size) is increased by 1.

+(X)  **each turn** : Heal of X Life Points at the beginning of each turn, after Monsters have attacked.

(X)  : Inflicted damage dealt to you X. This ability is applied after any reduction from Defence cards.

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 drunk player's turns, including the turn Berserk was activated. While this ability is active, add the indicated attack bonus to all Weapons played by the drunk player. While active, the player is prohibited from visiting the Market. If any additional Beer is drunk when a Hero is already Berserk, it will only apply the primary effect noted and not prolong the Berserk duration.


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 for an attack with a non-Range 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.
In co-op mode you can replace a Loot card with another with the same type.

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.

In co-op mode you can purchase loot cards in areas where there are Monsters. A roll is required for each Monster present in your area and in the area where you want to purchase cards. You can also sidestep Monsters in front of you to attack monsters in other areas again by rolling 4, 5 or 6.


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. *Only in co-op mode*: Summoned Monsters get Defensive ability but are discarded before drawing a new Adventure card.


Swordmaster : This ability removes the restriction on only using a single Heavy Weapon  each turn, and allows you to play any number of Weapons in the same turn.

Taming (X) : When you attempt to tame certain wild Monsters your roll is increased by 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.



+ (X)  **against (type of Monster)** : 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.

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


WEAPON CLASSIFICATION


The list below contains the Weapons of all the expansions so far.


Swords	Axes	Maces and Hammers	Range Weapons	Knives	Staffs
BROADSWORD	AXE	FLAIL	BOW, SHORTBOW	DARK ELVEN BLADE	CURSED STAFF
ELVEN BLADE	BARDICHE	MORNING STAR	CROSSBOW	ELVEN KNIFE	FIRE STAFF
FLAME BLADE	BONE AXE	THUNDER HAMMER	DWARVEN CROSSBOW	KNIFE	MAGIC STAFF
SACRED SWORD	DOUBLE AXE	WARHAMMER	ELVEN BOW	KRYSS	STAFF
SILVER SWORD	GIANT AXE		ELVEN SHORTBOW	ORCHISH BLADE	THUNDERSTAFF
SWORD			SPEAR	SICKLE	
			ELVEN SPEAR		

MONSTERS ABILITIES

The list below contains the abilities of all the expansions so far.

+ (X) : This ability heals the Monster of X Life Points before attacking the player.

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



Charge : At the end of the defending player's turn the Monster with this ability charges the player with the most Life Points, attacking them at the start of their turn. Every time this Monster charges a new player it gets a bonus of +2  to its next attack.

Defensive : Defensive Monsters protect their owner from other Monsters or players' attacks. This Monster is played in their owner's area (or in another player's area) and acts as a Defence card until killed. Defensive Monsters don't block that player's access to the Market and don't prevent players buying or collecting loot cards in their area. The damage and experience work like other Monsters: it is susceptible to wounds and players gain experience by killing it. If a Monster card is reduced to 0 Life Points it is killed put into its owner's discard pile and the remaining damage is carried over to the next Defensive Monster. Any remaining damage after having defeated all Defensive Monsters is lost (except damage done by Heavy Weapons). *Only in co-op mode:* Non-summoned Defensive Monsters walk with their owner from one encounter to another and are not discarded before drawing a new Adventure card. Defensive Monsters are placed in front of you and cannot attack during this turn. Defensive Monsters attack at the beginning of your turn after Monster attacks. Defensive Monsters can only attack Monsters in other players' areas if there are no Monsters left in their own area. Players cannot attack these Monster cards to gain XP.

Frenzy: When attacking this insane Monster targets each player. Roll one die for all players.

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.

Immune to (attack type) : The Monster with is ability is immune to a specified attack type (all damage done by all attacks of the indicated type is reduced to 0).

Mount : Mount helps other Monster to have bonus attack and are found on horizontally printed mini cards. Monster with this ability must be placed in front of a player as indicated by the Adventure card. The next Monster which will be placed in that player's area will ride the Monster with this ability. Place the rider Monster onto the Mount Monster card. The riding Monster gets +2  to its attack roll until riding. When the mount is killed the riding Monster gets 2 . Any armor bonus can reduce this damage.

Overwhelm : Dragons and other enormous creatures may burst into the game changing the balance. 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 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. In the PvP mode when a Monster with this ability enters the game players may fight each other taking advantage of this diversion.



Pickpocketing (X) : Before attacking, the Monster with this ability pickpockets a certain number of cards at random from the defending player's hand. The number of cards stolen is indicated by the pickpocketing value (X). The pick-pocketed cards are placed under the Monster who stole them. When this Monster is killed, and if there are no other Monsters in front of them, owners can put all stolen cards into their discard pile.

Poison : 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 does at least one damage to a player's Hero this Hero will also get infected by the Monster's poison and will receive the number of poison tokens indicated on the Monster's card. 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. This poison can only be cured by the use of specific cards or can be prevented by Immune to poison skill. In co-op mode all poison tokens are discarded at the end of each adventure.

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).

Sneak Attack : When drawn from the Main deck the Monster with this ability immediately attacks the player who have disturbed them. They subsequently follow all of the rules related to Monsters attacking and blocking the Market from the moment they awake until their death. If a player already has an attacking sneak attack Monster and another is drawn the second Monster card will automatically attack the player to his 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, if they are not defeated they move and attack 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 : Monster with this ability doesn't block player's access to the Market and don't prevent players buying or collecting loot cards in their area.

Summon: Monster with this ability is 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 purchase this Monster from the Market. *Only in co-op mode:* After its attack, the wild Monster which has been tamed is placed in the discard pile of the player who has made the successful attempt and that Monster gain Defensive ability. When this Monster is defeated place it into the owners discard pile unless it is a mini card, in this case it is placed back in the box.



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.



MONSTERS TYPES

The list below contains the abilities of all the expansions so far.

In the PvP mode Monster cards are shuffled in the Main deck and players can purchase them by playing Money cards as described in the base game rules. In this new co-op mode Monsters found on standard cards are removed from the Main deck and are kept along with the Monster mini cards, ready to enter the game when prompted. Monster kinds are many and other species are probably yet to be discovered. However it is good to know that each Monster known to this day belongs to a family. This list contains the Monsters of all the expansion so far.

ABOMINATION

Ancient Gazer
Evil Eye
Watcher

BEAST

Bat
Bear
Giant Scorpion
Giant Spider
Giant Turtle
Rat
Snake
Spider
Wyvern
Wolf

DEMON

Abyss Lord
Eviscerator
Imp
Inquisitor

DRAGON

Fire Dragon
Bone Dragon

ELEMENTAL

Air Elemental
Fire Elemental

GIANT

Troll
Ogre
Cyclops

HUMAN

Guard
Brigand (well... not all)

HUMANOID

Orc
Goblin
Fomorian
Kobold

MONSTROSITY

Feathered Serpent
Harpy
Hydra
Manticore
Mimic
Minotaur

PLANT

Dryad
Evil Treant

SWAMPFOLKS

Fighting Frog
Frog the King
Lizardman
Magic Frog

UNDEAD

Ghost
Mummy
Undead Wolf
Skeleton
Zombie



CRAFTABLE ITEMS

By using certain skills, players can combine items and Resources. Players who would like to craft their desired items can combine requested resources by removing them from their inventory or their deck, following the tables below. Removed cards are placed on the bottom of their respective decks and removed Resources are rubbed out from the Hero Sheet. When you craft an item search for it in the Main deck and place that card into your discard pile. Shuffle the Main deck after your search. Refer to the Blacksmith table in each forge you find in the Adventure Book.

TAILOR TABLE

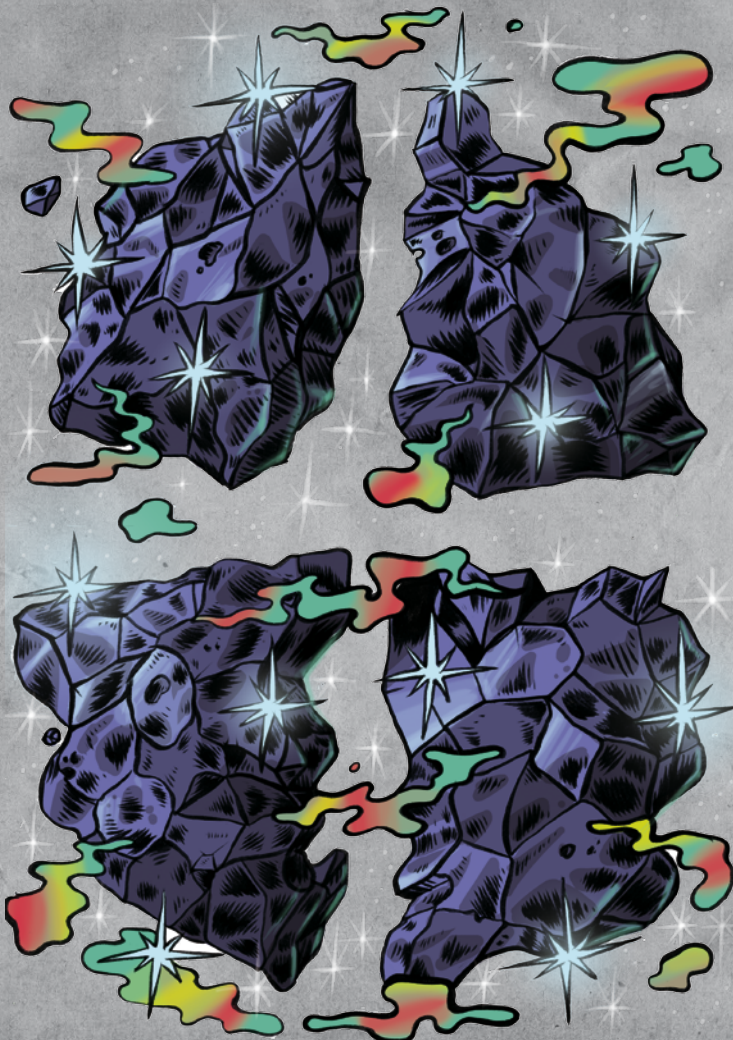
Once, at any time during your turn, if there are no Monsters in play, craft any number of items by combining Resources.

Required Resources	Item
1x Leather	Sheath
2x Leather	Leather Armour
1x Leather + 2x Demon's Skin	Magic Cloak
3x Reptile Scale	Lizard Armour

BOWYER TABLE

Once, at any time during your turn, if there are no Monsters in play, discard a Knife card from your hand to craft one bow or crossbow by combining *Log* cards and *Nuggets*.

Required Resources	Item
2x Log	Shortbow
4x Log	Bow
4x Log + 1x Nuggets	Crossbow



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Hero name _____

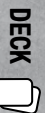
Character _____

XP points _____

Life Points _____

Chapter _____

Party name _____



Coins # _____



Nuggets # _____

Other cards _____

BASIC SKILLS

<input type="checkbox"/> +1 Weapon _____	<input type="checkbox"/> +1 w/ Swords
<input type="checkbox"/> +1 Ranged weapon _____	<input type="checkbox"/> +1 w/ Axes
<input type="checkbox"/> +1 Spell _____	<input type="checkbox"/> +1 w/ Hammers
<input type="checkbox"/> +1 Staff _____	<input type="checkbox"/> & Maces
<input type="checkbox"/> +1 Potion _____	<input type="checkbox"/> +1 w/ Ranged weapons
<input type="checkbox"/> +1 Scroll _____	<input type="checkbox"/> +1 w/ Knives
<input type="checkbox"/> +1 Beer _____	<input type="checkbox"/> +1 w/ Staffs
<input type="checkbox"/> +1 Defence _____	<input type="checkbox"/> +1 w/ Fire spells
<input type="checkbox"/> +1 Treasure _____	<input type="checkbox"/> +1 w/ Air spells

INVENTORY (five items max)

Extra items (Backpack)

Extra items (Broad shoulders)

Other light items:

Stored items

at the city of _____

at the city of _____

ADVANCED SKILLS

- ☐ **Arcane Knowledge:** + 2 until the end of turn after playing a Spell.
- ☐ **Precision:** Using a Ranged Weapon you can attack Monsters present in any area even if there are Monsters in front of you.
- ☐ **Blacksmith:** Forge items by combining Resources and *Nuggets*.
- ☐ **Bowyer:** Once during your turn, if there are no Monsters in play, discard a Knife card from your hand to craft one bow or crossbow by combining *Log* cards.
- ☐ **Broad shoulders:** carry 2 extra items in the inventory.
- ☐ **Burglar:** Roll a die when a *Trap* or *Door* Adventure card is drawn. If you roll 4, 5 or 6 discard that card and draw the next one from the Adventure deck.
- ☐ **Erudition:** Your starting intelligence is increased by + 2 and you learn how to read Scrolls. Only for Heroes with 1 or 2 starting value.
- ☐ **Healer:** Any time you play a Healing Spell, all other Heroes get + 2 () or +3 ().
- ☐ **Hiding:** Please see page 11 of the expansion rule book.
- ☐ **Immunity to poison:** Immune to any kind of poison.
- ☐ **Meditation:** Discard 3 cards from your hand during your turn to get +4 in the following turn. If the Hero before that turn loses at least 1 the effect will be cancelled.
- ☐ **Provocation:** Please see page 11 of the expansion rule book.
- ☐ **Resurrection:** Discard 5 cards during your turn to bring a Hero back to life. Returning players come back with 15 Life Points however they lose 1 skill. Only 1 () or 2 () or 3 () times per adventure.
- ☐ **Stealth:** Buy Loot cards in areas where there are monsters.
- ☐ **Stewmaker:** At the end of the adventure, all gained by every player when playing food cards is doubled.
- ☐ **Tailor:** Craft any number of items by combining Resources.
- ☐ **Tough:** Increase your maximum lifepoints by 4.

RESOURCES

Reptile scale: _____
Demon's skin: _____
Leather: _____ Dragon scale: _____



Village of Legends

DECK



Coins #



Nuggets #



Other cards

INVENTORY (five items max)

Extra items (Backpack)

Extra items (Broad shoulders)

Other light items:

Stored items

at the city of
at the city of

Hero name

XP points

Life Points

Chapter

Character

Party name

BASIC SKILLS

<input type="checkbox"/> +1 Weapon	<input type="checkbox"/> +1 w/ Swords
<input type="checkbox"/> +1 Ranged weapon	<input type="checkbox"/> +1 w/ Axes
<input type="checkbox"/> +1 Spell	<input type="checkbox"/> +1 w/ Hammers
<input type="checkbox"/> +1 Staff	<input type="checkbox"/> & Maces
<input type="checkbox"/> +1 Potion	<input type="checkbox"/> +1 w/ Ranged weapons
<input type="checkbox"/> +1 Scroll	<input type="checkbox"/> +1 w/ Knives
<input type="checkbox"/> +1 Beer	<input type="checkbox"/> +1 w/ Staffs
<input type="checkbox"/> +1 Defence	<input type="checkbox"/> +1 w/ Fire spells
<input type="checkbox"/> +1 Treasure	<input type="checkbox"/> +1 w/ Air spells

RESOURCES

Reptile scale: _____

Demon's skin: _____

Logs: _____

Dragon scale: _____

1st stage of learning



2nd stage of learning



ADVANCED SKILL



ADVANCED SKILLS

- ☐ **Arcane Knowledge:** + 2 untill the end of turn after playing a Spell.
- ☐ **Precision:** Using a Ranged Weapon you can attack Monsters present in any area even if there are Monsters in front of you.
- ☐ **Blacksmith:** Forge items by combining Resources and *Nuggets*.
- ☐ **Bowyer:** Once during your turn, if there are no Monsters in play, discard a Knife card from your hand to craft one bow or crossbow by combining *Log* cards.
- ☐ **Broad shoulders:** carry 2 extra items in the inventory.
- ☐ **Burglar:** Roll a die when a *Trap* or *Door* Adventure card is drawn. If you roll 4, 5 or 6 discard that card and draw the next one from the Adventure deck.
- ☐ **Erudition:** Your starting intelligence is increased by + 2 and you learn how to read Scrolls. Only for Heroes with 1 or 2 starting value.
- ☐ **Healer:** Any time you play a Healing Spell, all other Heroes get + 2 (☐) or + 3 (☐ ☐).
- ☐ **Hiding:** Please see page 11 of the expansion rule book.
- ☐ **Immunity to poison:** Immune to any kind of poison.
- ☐ **Meditation:** Discard 3 cards from your hand during your turn to get +4 in the following turn. If the Hero before that turn loses at least 1 the effect will be cancelled.
- ☐ **Provocation:** Please see page 11 of the expansion rule book.
- ☐ **Resurrection:** Discard 5 cards during your turn to bring a Hero back to life. Returning players come back with 15 Life Points however they lose 1 skill. Only 1 (☐) or 2 (☐ ☐) or 3 (☐ ☐ ☐) times per adventure.
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- ☐ **Stewmaker:** At the end of the adventure, all gained by every player when playing food cards is doubled.
- ☐ **Tailor:** Craft any number of items by combining Resources.
- ☐ **Tough:** Increase your maximum lifepoints by 4.



Village of Legends

Game design & Illustration: Lorenzo Lupi.

Rules: Lorenzo Lupi, Deane Harkin, Mikkel Øberg.

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

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