

# LEGEND

## CHARACTER SHEETS:



Theft: if activated, makes your character perform a spectacular stealing action against the Monster you're fighting. The Party gains an Equipment randomly drawn from the Equipment cards deck at the end of the fight.



Metamorphosis: if activated, transforms the Monster you're fighting into a Toad. The player places the Toad token on the Monster. The damage dealt from the Monster is reduced by 4 until the end of the fight. Take the token back at the end of the fight.



Burst of Hits: if activated, it temporarily doubles the attacking speed of the hero. The player can immediately take back the Die just thrown and throw it again (following the normal rules of combat).



Seduction: if activated the player places the Charm token on the Monster, at the end of the fight the Monster will madly fall in love with the Character who seduced him. When the Monster is defeated, the seducing player takes the token back and the Monster card and adds it to his equipment (it doesn't count towards the number of Equipment cards the character can equip). In any moment after a dice throw, a Seduced Monster can be discarded to add a number of damage equal to the Seduced Monster's Damage value.



Divine Help: if activated makes the character an instrument of his God. In addition to normally dealing a certain amount of damage to the Monster, the player who activated this power can heal any player an equal amount of HP.



Blind Fury: if activated transforms the character into a death machine, oblivious to the damage he takes from the attacks received. The player can choose to lose 1 HP to double the damage dealt with his Die throw.



Tracking Strike: if activated makes the Monster a light in the dark for all the Heroes. The player places the Track token on the Monster. All the players deal +1 damage to the Monster until the end of the fight. Take the token back at the end of the fight.



Sworn Enemy: if activated allows to have a bonus against certain types of Monsters (as reported on the Hero sheet). Each time he will activate this power while facing a Monster of the corresponding kind, he will deal +4 damage.



Reroll: The player can immediately take back the Die just thrown and throw it again. The first Die result is not considered.



Heal one Hero: Heal the amount of HP indicated to one Hero of your choice (yourself included).



Heal all Heroes: Heal the amount of HP indicated to all Heroes.



Extra Damage: If you hit the Target add the amount indicated to the damage.



Focused Damage: If you hit the Target, you deal 5 damage regardless of the Die result.



No Damage: If you miss the Target, you receive no damage.



Pickpocket: Take 2 GC and add them to the Chest.



Beer: If Activated put the Beer token on the Hero Sheet. The Hero with the Beer Token doesn't receives Damage for the rest of the Fight. At the end of the Fight remove the Beer Token from the Hero Sheet.

## WEAPON CARDS

Every weapon grants you a bonus of +X damage if you apply a Special Shot. The Die must **always** bounce at least once outside of the Target before hitting. You never have to discard a weapon to use it.

Note: the special shots available to the player can be combined to sum up the resulting bonuses.



Under the Leg shot: the player throws the die with the shooting hand under one of his legs.



Blind shot: throw the Die with your eyes closed.



2 Bounces shot: the thrown Die **MUST** bounce at least twice outside of the Target.



Under the Table shot: the player throws the Die while keeping his shooting hand under the surface line of the table.



Jump shot: the player jumps and throws the Die before landing back on the ground.



Blowing shot: throw the Die blowing at it while it is on your hand.



Bank shot: the player places on the table the box of the game in a position of his choice, then throws the Die. The Die has to hit the box before landing on the Target. (Note: the Die still has to bounce at least once outside of the Target; it can do so before and/or after hitting the box).



Slam shot: the player throws the Die in the air, then slams it on the table with his hand



Top shot: the player throws the Die making it turn around itself like a top.



Head shot: the player throws the Die in the air, then hits it with his head.



Crossbow shot: the player puts the Die on the back of a hand, then throws it snapping a finger with the other hand.



Far shot: the player stands up, moves away from the table by two steps, then throws the Die as usual.



Catapult shot: the player places a card on the edge of the table making it partially protrude, puts on it the Die, and hitting the card from below, he throws the Die.



Card Jump shot: the player places a card vertically on the table, making it rest on its longer side with one hand, then with the other hand he throws the Die making it bounce between himself and the card. The Die must then pass over the card and hit the Target.



Sitting shot: the player sits on the ground and throws the Die. Regardless of his height, he must keep his eyes under the surface line of the table.



Joined Hands shot: the player keeps the Die between his two hands, in a prayer-like gesture, then throws the Die by simultaneously opening both his hands.



Trick shot: the player throws the Die with his weak hand (the one he doesn't use to write).



Another One's Hand shot: the player places the Die on the hand of one of his fellows and throws the Die by moving it.



Nose shot: the player places the Die on his nose, then throws it.



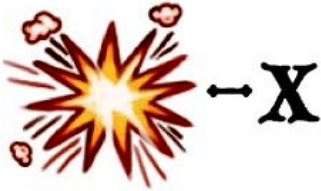
From Behind shot: the player put his back to the table and throws the Die (he can still look at the Target)



Elbow shot: the player places the Die on one of his elbows, then throws it.

## ARMOR CARDS

With armors you can reduce the amount of damage you take from Monsters. Some armors are discarded after use.



Less Damage: If you miss the Target, receive X less damage (this isn't applied when the Party is defeated in combat)



No Damage: If you miss the Target, you can discard this card. If you do, you receive no damage.

## ITEM CARDS

When you use an item you can obtain one of these bonuses (remind that you always have to discard an item after you have used it)



Heal one Hero: Heal the amount of HP indicated to one Hero of your choice (yourself included).



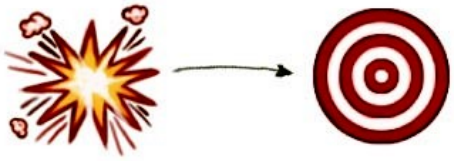
Heal all Heroes: Heal the amount of HP indicated to all Heroes.



Extra Damage: If you hit the Target add the amount indicated to the damage.



No Damage: If you miss the Target, you can discard this card. If you do, you receive no damage.



Deal Back Damage: When you take damage, deal the same amount of damage to the Monster (this isn't applied if the Party is defeated in combat)



Throw one Bonus Die: Take from the Tower a Bonus Die and immediately throw it.

## MONSTER CARDS

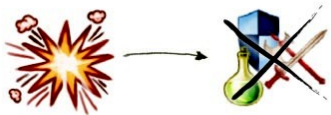
Some Monsters force you to fight them doing special shots (when they have a special shot symbol on their card); some other Monster have other special skills:



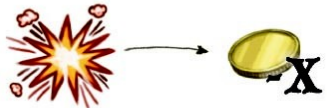
Heals if You Miss: If you miss the Target, the Monster heals himself X HP



Smaller Target: If you hit the "1 area" of the Target, consider it as a miss



Lose 1 Equipment if You Miss: If you miss the Target, lose one Equipment of your choice. If you don't have Equipment, nothing happens



Lose 1 GC if You Miss: If you miss the Target, lose 1 GC from the Chest. If you don't have GC, nothing happens



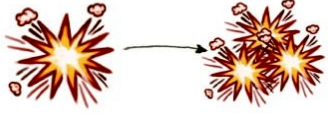
You Can't Use the Green Die: You can't use the Green Die in this fight; consider it used at the beginning of the fight.



You Can't Use the Blue Die: You can't use the Blue Die in this fight; consider it used at the beginning of the fight.



You Can't Use the Red Die: You can't use the Red Die in this fight; consider it used at the beginning of the fight.



If You Miss Everybody Takes Damage: If you miss the Target, every player takes damage from the Monster.