

LEGENDARY



DRAGON

Rules



15+ minutes



1 - 4 players



8+ years

Introduction:

Legendary Dragon is a cooperative battle game in which players take on the roles of three heroes and fight creatures by rolling dice.

Objective:

Be the first to **obtain 5 victory tokens** before the creatures do.

Game Components:

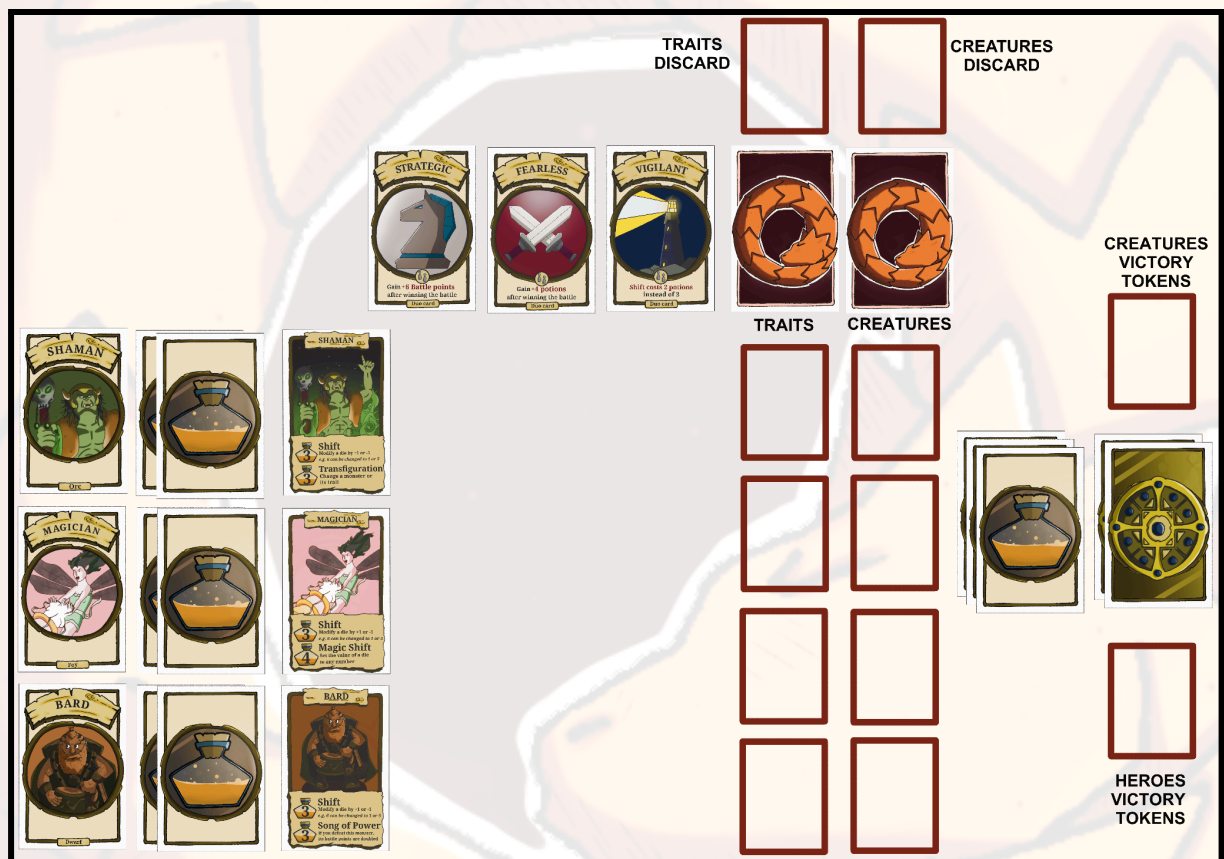
The game consists of:

- 5 dice
- 78 cards:
 - 3 heroes
 - 3 heroes with skills
 - 20 creatures
 - 20 traits
 - 20 potions
 - 9 victory tokens
 - 3 duo cards



Game Setup:

1. Place the **three Hero cards (without skills)** on the left side of the play area.
2. Place **two Potion cards** next to each Hero.
3. Place the **three Hero cards (with skills)** next to the Potion cards.
4. Place the **three Duo cards** above the Heroes.
5. Shuffle the **Trait cards** to form a face-down draw pile.
6. Shuffle the **Creature cards** to form a second face-down draw pile, placed next to the Creature deck.
7. Place the **Potion deck** and the **Victory Token deck** face up.
8. The game is now ready to begin.





Turn Structure

Each turn is divided into several phases:

1. Reveal

Draw **2 new Creature cards** and **2 associated Trait cards**.

 **Creature Limit Rule:** A maximum of **4 creatures** may be in play at the same time. If there are already 3 creatures in play at the start of a new turn, only 1 additional creature is added. 

2. Planning

Players discuss and agree on the best strategy to win the turn.

3. Battle Selection

One **player** chooses the creature to be fought and places next to it the **Hero or Heroes** who will face that creature.

Other players must follow this decision, even if it goes against the previous discussion. A maximum of **2 Heroes** may fight the same creature. If **2 Heroes** fight the same creature, **one Duo card** must be chosen.

4. Battle

For the entire duration of that combat, the same player rolls the dice to meet the combat requirements of the chosen creature.

5. Tactical Adjustment

After the combat, players may discuss the best approach for the remaining combat(s).

The **next player** has the final decision on how to proceed (=> Go back to 3.Battle Selection)

6. End of Turn

Once **all Heroes have fought**, compare the total **battle points** of defeated creatures with those of undefeated creatures.

If the total battle points of defeated creatures is **higher**, the Heroes win a **Victory token**, otherwise, the creatures win a **Victory token**. The turn ends. Heroes receive their **Potion cards** for each creature they defeated, and play proceeds to the next round (=> Go back to 1.Reveal).

The **game ends** as soon as either the Creatures or the Heroes have acquired **5 Victory Tokens**.



Turn 1:

Reveal:

- Draw **2 Creature cards** and **2 associated Trait cards**
- The players must defeat a **Huge Goblin** and a **Corrupted Swamp Keeper**.



Planning:

Players discuss and agree on the best strategy to adopt.

Battle Selection:

In this round:

- **Player 1** decides to place:
 - The **Shaman** next to the **Huge Goblin** to fight it.



Battle:

The Shaman fights the Huge Goblin.



Huge

- The player must roll a **full house** to defeat this Goblin: e.g. **1-1-3-3-3** or **4-4-6-6-6**.
- Defeating a Huge creature grants **4 battle points**.

Goblin

- The player has a maximum of **4 dice rolls** to defeat the Goblin.
- The **Shaman** receives **1 Potion** if he wins the combat.
- The **Bard cannot** fight this Goblin.

See the **Details of the Battle** section for a more detailed explanation of combat.

Tactical Adjustment:

Players discuss and agree on the best strategy to adopt.

- **Player 2** decides to place:
 - The **Bard** and the **Magician** next to the **Corrupted Swamp Keeper**.
 - He chooses to associate the **Duo card "Vigilant"** with it in order to use the **Shift** ability.



Battle:

The Bard and the Magician fight the Corrupted Swamp Keeper.



Corrupted

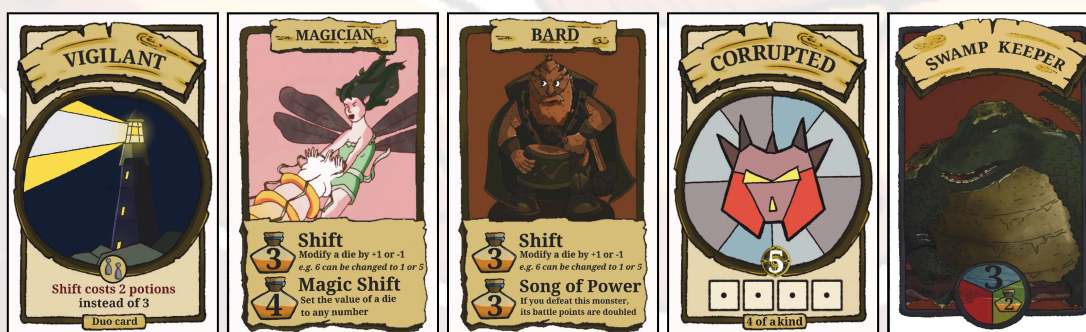
- The player must roll **4 identical dice** to defeat the creature: **1111, 2222, 3333, 4444, 5555, or 6666**.
- Defeating a **Corrupted creature** grants **5 battle points**.

Swamp Keeper

- The player has a maximum of **3 dice rolls** to defeat the Swamp Keeper.
- The Bard and the Magician receive **2 Potions** if they win the combat, which can be **distributed as they choose**.
- **No restrictions** apply (Empty red box).

Details of the Battle:

🔴 On each roll, players may **keep any number of dice** they choose. They may also **re-roll dice they had previously kept**. 🔴



For this combat, **2 Heroes** are positioned to defeat a **Corrupted Swamp Keeper**.

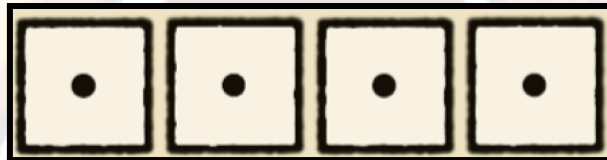


As **two Heroes** are fighting the same monster, the player chooses a **Duo card** for this combat and places it next to the two Heroes.

Here, the player chooses **Vigilant** in order to use the **Shift** ability for **2 Potions** instead of **3 Potions**.



A maximum of **3 dice rolls** are allowed to defeat a **Swamp Keeper**.
If the combat is won, **2 Potions** are gained.



To defeat this creature, the player must roll a combination of **4 identical dice**.

Roll 1:



The player chooses to **keep the 5** and reroll the other 3 dice.

Roll 2:



The player decides to use the **Bard's Shift ability** to change the **6 into a 5**.

Roll 3:



Unfortunately, they are unlucky and re-roll the **3** and the **2** dice.

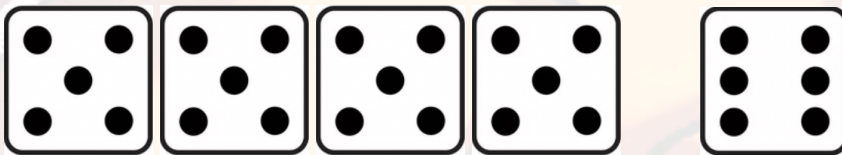


Roll 4:







They obtain a **fourth** die showing 5.


Final Dice Result:



End of Turn:

- The **Shaman** loses and receives **no Potion**.
- The **Bard** & the **Magician** win their battle and receive **2 Potions**.
-  **Potion Sharing Rule:** When two Heroes win a combat, the Potions may be **distributed in any way**. One Hero may take all the Potions. During the game, potions may **not be exchanged between Heroes**. 
- The **Victory Token** is awarded to the **heroes**, as the **Corrupted Swamp Keeper** is worth **5 battle points**, while the **Huge Goblin** is worth **4 battle points**.

 **Consolation Potion Rule:** At the end of the turn, if no monster has been defeated, **each Hero receives 1 Potion**. 

 **Battle rule:** The **same monster cannot be fought twice** during the same turn. 



Victory Token Allocation

At the end of each turn, a **Victory Token** is awarded either to the **creatures** or to the **heroes**.



Victory Token

Victory Token Condition:

To earn a Victory Token, the **total battle points** from the **Traits of defeated creatures** must be **higher** than the total battle points of **undefeated creatures**.

If the total number of battle points obtained by the **creatures** and the **players** is **equal**, **no Victory Token** is awarded for this turn.

🌟 **Turning point rule:** Once per game, if the Heroes reach 4 Victory Tokens, the next turn is played with 4 creatures. If the Creatures reach 4 Victory Tokens, the next turn is played with only 2 creatures (*After adding the 2 new creatures for the upcoming turn, only the 2 creatures closest to the draw pile remain in play*). 🌟

Turn 2:

The **Corrupted Swamp Keeper** is defeated and placed next to the draw pile.

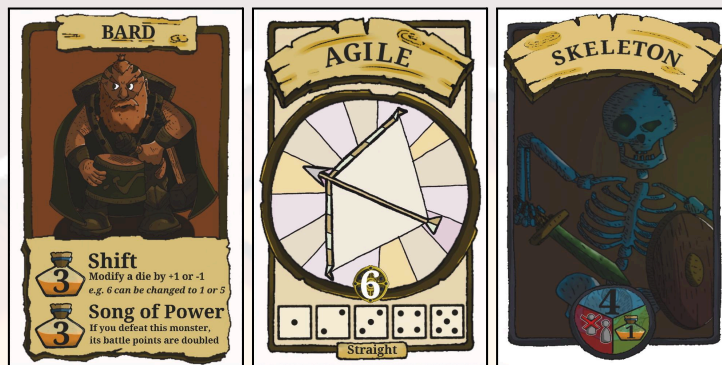
Two new creatures enter play (*in addition to the remaining Huge Goblin*):

- an **Agile Skeleton**
- a **Strong Dragon**

The players once again discuss together how to face these creatures, with the goal of **maximizing their chances of earning the Victory Token** this turn.



Here, the Bard loses the battle. However, the **Goblin** and the **Dragon** were defeated, so the **Victory Token** is awarded to the Heroes.



4 (Huge) + 3 (Strong) is greater than 6 (Agile)



Limitations

On some **Creature cards**, a limitation (**red box**) may apply.



No limitation.



Only one Hero may fight this creature.



The Magician cannot fight this creature.



No abilities may be used against this creature or its associated trait.



The Bard cannot fight this creature.



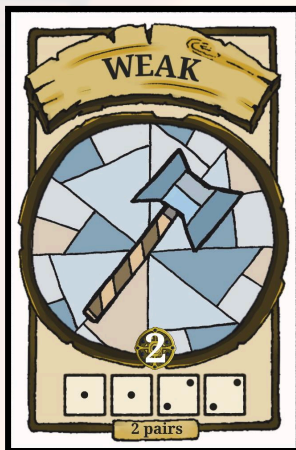
The Shaman cannot fight this creature.



Traits

Traits represent a creature's **strength**. Each creature is always associated with **one single Trait**. The **battle points** are shown **above the dice combination** (*Weak Trait = 2 battle points*). The dice combination shown to defeat a creature is **only an example** (it is **not required** to roll only 1s to defeat a Legendary creature).

🔴 **Higher Combo Rule:** If the required combination is a Three of a Kind, and the player rolls a Four of a Kind, it is acceptable. 🔴

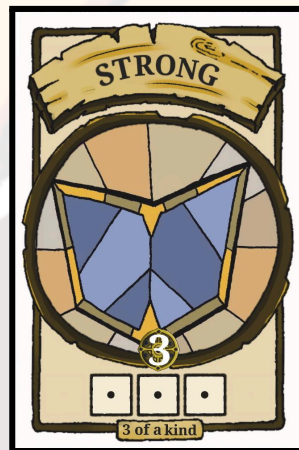


Weak

2 different pairs

✓ 11 & 22 or 44 & 66

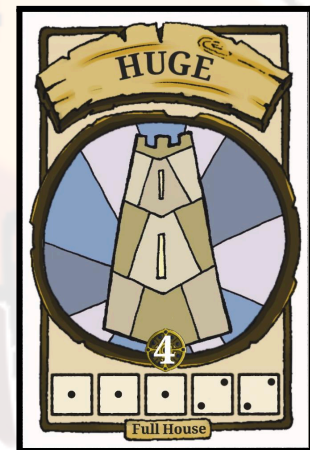
✗ 22 & 22



Strong

3 of a kind

✓ 222 or 444



Huge:

2 different combinations

✓ 333 & 55 or 666 & 11

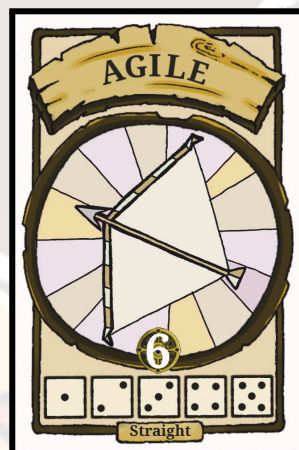
✗ 333 & 33



Corrupted

4 of a kind

✓ 2222 or 4444



Agile

2 straights are possible

✓ 12345 or 23456



Legendary

5 of a kind

✓ 55555 or 66666



Duo Cards

A **Duo card** can be used once per turn **when two Heroes fight together**. The Duo card is placed next to the two Heroes.



Vigilant

Each Hero has the Shift ability, normally costing 3 Potions. With the Vigilant Duo card, Heroes are more likely to win, as their Shift ability costs only 2 Potions.



Fearless

If victorious, the two Heroes gain 4 additional Potions at the end of the combat.
(e.g., *Against a Goblin, they would gain 5 Potions instead of just 1*)



Strategic

If victorious, add 6 battle points.
(e.g., *Against a Weak creature, the total battle points would be 8 instead of 2*)

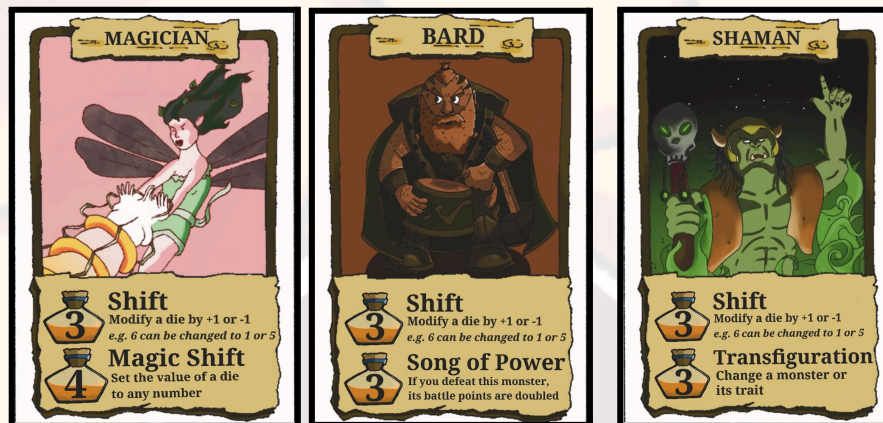


Hero Abilities

Each Hero has abilities that they can use by **consuming Potions**.

The number of Potions required to activate an ability is shown on the **Potion icon**.

When a Hero activates an ability, it applies **only to the creature that the Hero chose to fight**, except for the **Shaman's Transfiguration** ability, which **can be used on a different creature**.



Shift:

This ability is shared by all 3 Heroes. It allows a Hero to **modify a die's value by +1 or -1**. Shift allows a die's value to wrap around, **from 1 to 6 and from 6 to 1**. As long as you have enough Potions, multiple dice can be shifted multiple times in a row, by the same Hero or by different Heroes. **Example:** Two Heroes are fighting a Legendary creature. If the dice show 2-2-2-2-6, the first Hero may shift the 6 to 1, and the second Hero may then shift that 1 to 2.

Song of Power:

Before engaging in a combat (i.e., before the first dice roll), the Bard may use this **ability to double the Battle points**. He may not use it for a combat in which he does not participate. The Battle Points are doubled before applying the bonus from the *Strategic Duo* card. **Example:** Against a weak creature, the battle point will reach 10 ($2 \times 2 + 6(\text{duo card})$)

Transfiguration:

Before the first combat of the turn, the Shaman may discard a creature or a trait, then draw a new card to replace the discarded one. The Shaman is not required to be assigned to a creature to use this ability.

Magic Shift:

This ability is similar to Shift, but Magic Shift allows you to **set the die to any value** (e.g., change a 2 to a 5).



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