Hero Cards

One card per Legend · cut along the corner marks

PROTOTYPE ART



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How to use: each Legend has three moves. The **blue dice** are normal attacks: roll the number shown on the die or higher (the screen tells you which move is in reach). The **gold die** is the Imagination Roll: roll 4 or more, then your child says what their hero does and the grown-up types it in. Every Legend has 5 hearts — cover lost ones with the grey "ouch" hearts.

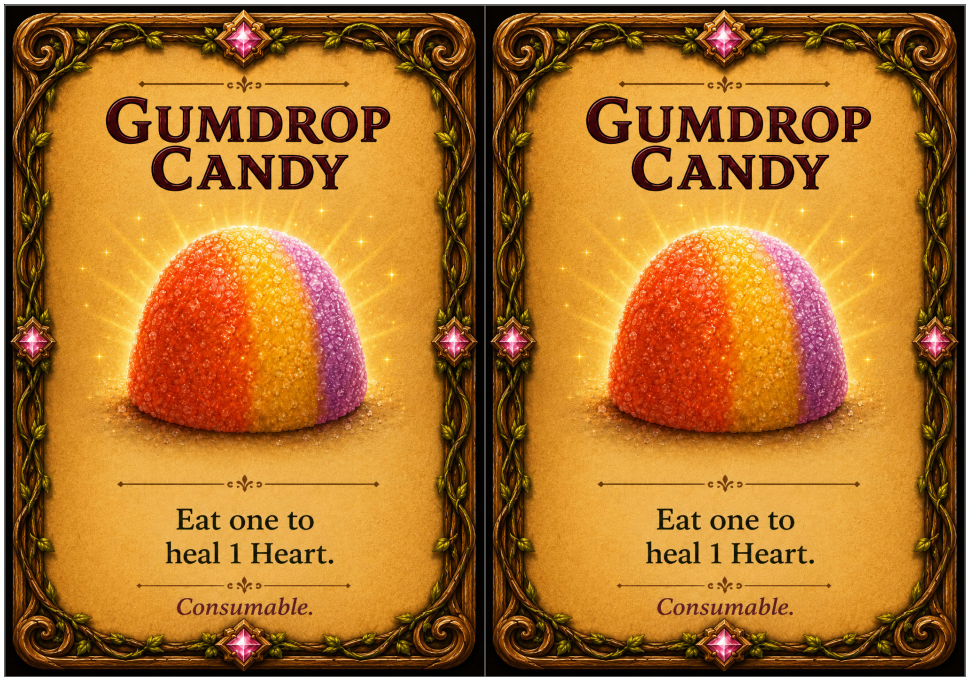
Hero Card, Tokens & Treats

Cut out the card, the round tokens and the item cards









Tokens: Legends start at the Archway (the gate at the bottom of the board). Keep the Knights aside until the screen says they march in, then move them where the screen shows. Spares included.

Item Cards

Gumdrop Candy



Eat one to heal 1 Heart.

Consumable.

Gumdrop Candy



Eat one to heal 1 Heart.

Consumable.

Torn Map Corner



A scrap of map marked "Sprite Temple." A keepsake.

Sugar Charm



Reroll a missed attack for free.

Consumable.

Sugar Charm



Reroll a missed attack for free.

Consumable.

Floaty Balloon



Dodge the next enemy blow.

Consumable.

Sharpened Treat



Your next hit does +1 damage.

Consumable.

Sharpened Treat



Your next hit does +1 damage.

Consumable.

Floaty Balloon



Dodge the next enemy blow.

Consumable.

How to use: when the screen says a Legend finds something, hand them the card. To use it, tap the item on that hero's card on screen, then put the card aside. The **Torn Map Corner** is a keepsake — keep it safe for Act Two.

Knights & "Ouch" Hearts

For the Quest Master · cut along the dotted lines



Knight 1

candy-cane Knight



Knight 2

candy-cane Knight



Knight 3

candy-cane Knight



Knight 4

candy-cane Knight

"Ouch" hearts

Cut these out and lay one over a heart each time a Legend or Knight is hit.