

created by Luis Brüh

DWARFS

* winter *

THE LEGENDARY
EXPANSION



The Legendary! expansion

Originally released as stretch goals during Dwar7s Winter Kickstarter Campaign, The Legendary Expansion adds content to both Dwar7s Winter & Dwar7s Spring by adding new monsters, and giving the players options to upgrade their dwarfs.

Game Credits:

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MINIATURES: Para-bellum

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WARNING: Choking Hazard! Not for use by children under 3 years of age.

HELP & SUPPORT: If you have any issues with your game's components, contact our Support Team at the following email address: support@vesuviusmedia.com

Please make sure to add into your email, photos of your game and your full shipping information in case we will need to send you a missing/damaged component.

A world full of Dwarfs:

*All Dwar7s Seasons games are completely standalone combined only by lore.
Look for them at www.vesuviusmedia.com*



**COMPETITIVE
TILE LAYING
WORKER PLACEMENT
2-8 PLAYERS**



**CO-OP
TOWER DEFENSE
MINIATURE GAME
1-4 PLAYERS**

Components

Any additional content belonging to this expansion is marked with:



Winter:

STARTING HEROES



DISASTERS



MONSTERS



Spring:

QUESTS



FAERIES



MONSTERS



Miniatures:

Legendary Classes:

THE ICE WARRIOR:



THE EARTH GUARDIAN:



THE THUNDER KING:



Monsters:

GRYPHON



ICE QUEEN



MAMMOTH



IETI



Winter Expansion

The wrath of the Ice Queen is proving to be more than our Heroes can take. It is time to descend into the depths of the crystal caves and call upon the Legends of Earth, Thunder, and Ice!

The Snowball Effect

If you reveal a disaster that is on the same zone as another disaster and you have 3 active disasters or less, spawn one extra disaster.

Monster Abilities



If there are Dwarfs in its zone or adjacent to it, move it one more step closer to the castle.



If you have Dwarfs in its zone or adjacent to it, lose 1 Gold.



If you have Dwarfs in its zone or adjacent to it, lose 1 Stone.



If you have Dwarfs in its zone or adjacent to it, lose 1 Food, 1 Stone and 1 Wood.

The Legendary Classes

During Setup, all players receive one sage hero card. The sage allows you to upgrade one of your regular workers on your playerboard into one legendary dwarf (see below) at a cost of 2 gold, replace one of your workers on your player board (campfire) miniature with a legendary class miniature of your color. Put the replaced worker miniature back in the box. You may have all 3 of your legendary dwarfs in play. All Legendary dwarfs are worth 2 VPs at the end of the game.



The Ice Warrior:

It counts as 2 dwarfs for the purpose of defeating monsters.



The Earth Guardian:

If your guardian is on a disaster zone, you pay 1 less resource in order to overcome it.



The Thunder King:

Once per turn, Placing your king on the game board from your Player Board is a free action.

Examples:

The Ice Warrior:



IN THIS EXAMPLE, THE BLUE PLAYER (SPENDING 1 ACTION) PLACES THEIR ICE WARRIOR IN ORDER TO ACHIEVE THE 5 DWARFS REQUIRED TO DEFEAT THE MONSTER (AS THE ICE WARRIOR COUNTS AS 2).

THEY STILL HAVE TO RETURN THE DWARFS BACK TO THE CAMPFIRE AND SPEND 1 FOOD AND 1 STONE IN ORDER TO DEFEAT IT.

The Earth Guardian:



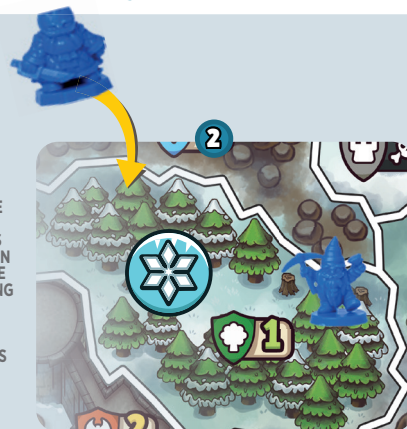
IN THIS EXAMPLE, THE BLUE PLAYER (SPENDING 1 ACTION) PLACES THEIR EARTH GUARDIAN IN ORDER TO OVERCOME A DISASTER EXPENDING LESS RESSOURCES.

THEY STILL HAVE TO RETURN THE 2 DWARFS BACK TO THE CAMPFIRE AND SPEND 5 OUT OF THE 6 RESOURCES REQUIRED TO OVERCOME IT.

The Thunder King:



IN THIS EXAMPLE, THE BLUE PLAYER (AS A FREE ACTION) PLACES THEIR THUNDER KING IN ORDER TO DEFEAT THE MONSTER BY RETURNING THE 5 DWARFS TO THE CAMPFIRE AND EXPENDING THE AMOUNT OF RESOURCES REQUIRED.



THEN, SPENDING 1 ACTION, THEY PLACE THEIR THUNDER KING TO OVERCOME A DISASTER BY RETURNING THE 2 DWARFS TO THE CAMPFIRE AND EXPENDING THE AMOUNT OF RESOURCES REQUIRED.

Spring Expansion

As the ice began to melt, the Ice Queen retreated far deep into the Crystal Mountains. This battle was lost, but there is still time to win another. Whispers say she's raising a new army of horrors, thirsty for blood and almost ready to march again over us.

Faeries



Shuffle a monster from the expedition area back to the deck and remove their miniature from the world map.



Get a success while gathering

Quests



Have 1 Legendary class Dwarf



Have 2 Legendary class Dwarfs

Monster Abilities



Spawns in Mountain 1 or 2

If this monster is in play, you can't place dwarfs into water spots.



Spawns in Plains 1 or 2

If this monster is in play, you don't draw dragon eggs when you fulfill goals.



Spawns in Forest 1 or 2

All food resource spots are considered 3 settlements.



Spawns in Plains 1 or Mountain 1

If this monster is in play, you can't upgrade your dwarfs.

The Legendary Classes

Upgrade one of your workers into Legendary: You may upgrade one of the dwarfs in your bastion as a free action discarding 4 gold back to the supply. Legendary Dwarfs have special abilities and will score 1 Victory Points (each) at the end of the game. Class meeples keep all their original racial traits.



The Ice Warrior:
Counts as 2 dwarfs to fight monsters in wildlands.



The Earth Guardian:
Counts as 3 dwarfs to gather resources in wildlands.



The Thunder King:
Get one gold for each adjacent settlement and fortress of yours.

Examples:

The Ice Warrior:



IN THIS EXAMPLE, THE BLUE PLAYER WILL REVEAL 5 HERO CARDS IN ORDER TO FIGHT THE MONSTER: 2 FOR THE ICE WARRIOR, ONE FOR THE REGULAR DWARF, PLUS 2 FOR HAVING 2 SETTLEMENTS.

The Earth Guardian:



IN THIS EXAMPLE, THE BLUE PLAYER WILL REVEAL 7 HERO CARDS IN ORDER TO FIGHT THE MONSTER: 3 FOR THE EARTH GUARDIAN, ONE FOR THE ICE WARRIOR, ONE FOR THE REGULAR DWARF, PLUS 2 FOR HAVING 2 SETTLEMENTS.

The Thunder King:



THE BLUE PLAYER DECIDES TO GO GATHER USING HIS THUNDER KING, AS THEY HAVE 2 SETTLEMENTS AND A FORTRESS ADJACENT TO THE FOREST, THEY GET 3 GOLD RIGHT AWAY.



THEN AFTER SHUFFLING THEIR HEROES AND REVEALING 5 CARDS. THEY FOUND 2 BACKBAYS. AS THE BLUE PLAYER IS ON A FOREST, THEY WILL GATHER 2 WOOD.

The image features a vibrant blue background with a marbled, watercolor-like texture. A dark blue, jagged border, resembling torn paper or a rough cut, frames the entire composition. In the center, the website address is displayed in a clean, white, sans-serif font.

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