



VILLAGES OF VALERIA™

Card and Rules Clarifications

DAILY MAGIC™
GAMES




Rules Clarifications:



- If a Building pile is empty and there are no cards in the Building deck, leave the pile empty. It remains available for discards.
- If you are allowed to take Gold from the bank but the bank is empty, you forfeit the Gold.
- Gold that is on developed Resources is considered “spent” and cannot be taken by Events or other players.
- If you are allowed to take Gold from another player, but no other player has Gold that can be taken, you forfeit the Gold.
- If you are allowed to draw cards but not enough cards remain in the Buildings deck or discard piles, you take only what is available.



Adventurers



Alchemist:     Immediately discard 1 card and take 1 Gold from the bank.

Archer:     Immediately draw 3 cards into your hand.

Blacksmith: Develop:    When Developing, discard 1 more card and take 1 Gold from the bank.



Butcher:  **1 per**  Gives you 1 additional Victory Point for every Worker Building you have built in your Village at the end of the game.




Cleric: Tax:   When Taxing, take 1 additional Gold and draw 1 additional card.

Knight:  **1 per**  Gives you 1 additional Victory Point for every Soldier Building you have built in your Village at the end of the game.






Mercenary:   Immediately take 1 Gold from the bank.

Merchant:  **1 per**     Gives you 1 Victory Point for every Food, Wood, Stone or Magic developed as a Resource under your Castle at the end of the game.

Monk:  **1 per**  Gives you 1 additional Victory Point for every Holy Building you have built in your Village at the end of the game.




Necromancer:   **per**  Immediately draw 1 card into your hand per Shadow Building you have built in your Village at that moment.



Paladin: Worth  **4** at the end of the game.

Rogue:      Immediately take 2 cards at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.

Summoner: Recruit: +  Provides 1 Gold after Recruiting.


Thief:     Immediately take 1 Gold from any one opponent. You may not take a Gold that is placed on a developed Resource.

Warlord: Build: +   **for**  Provides a Wild Resource when building Soldier Buildings only.


Wizard: Build: +   Provides a Wild Resource when Building.

Buildings

Archery Range:     Immediately draw 3 cards into your hand.

Armory: Build: +  After Building, draw an additional card into your hand.

Barracks: Develop: +  After Developing, draw 1 additional card into your hand.





Cathedral: Tax: +  After Taxing, take an additional Gold from the bank.

Cloister: Develop: +  After Developing, take 1 Gold from the bank.



Encampment:   Immediately draw 1 card into your hand.





Farm: Build: +  Provides 1 Food Resource when Building.

Forger's Den: Tax:    When Taxing, discard 1 card and take 1 additional Gold from the bank.

Fountain: Build:    +  Provides a Wild Resource when building any Building if you discard 2 cards first. If you lead the Build action, you may not use the bonus card you draw for leading the action because you only draw that card after completing your Build.

Guard Tower: Harvest: +  After Harvesting, draw 1 additional card.




Harbor:  **per**  Gives you 1 additional Victory Point for every Shadow Building you have built in your Village at the end of the game.

Headquarters: Build:     After Building, discard 2 cards and take 1 Gold from the bank. If you lead the action, you may discard the card you just drew.

Hideout: Worth  **1** at the end of the game.

Holy Shrine:   Immediately draw a card into your hand.

Inn: Recruit: +   After Recruiting, draw 2 cards into your hand.



Keep: ⚡    Immediately take 1 card at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.


Laborium: Build: +  Provides 1 Magic Resource when Building.

Market: ⚡   Immediately take 2 Gold from the bank.



Mine: Build: +  Provides 1 Stone Resource when Building.

Monastery: Build: +   for  Provides a Wild Resource when building Holy Buildings only.

Oracle: Tax: +   When Taxing, draw an additional 2 cards into your hand.

Smithy: ⚡  Immediately take 1 Gold from the bank.

Tannery: ⚡  Immediately take 1 Gold from the bank.

Tavern:  per  Gives you 1 additional Victory Point for every Adventurer you have recruited in your Village at the end of the game.

Thieves Den: ⚡   Immediately take 2 Gold from the bank.




Witch's Hut: ⚡    Immediately discard 1 card and take 1 Gold from the bank.

Wizard's Tower: Build: +  After Building, take 1 Gold from the bank.

Wood Mill: Build: +  Provides 1 Wood Resource when Building.

Expansion Bonus Pack: Events

Baron: ⚡    Immediately take 3 gold.

Bishop: Tax:    After Taxing, take 1 card at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.



Champion: Harvest: +  After Harvesting, draw 1 additional card into your hand.

The Dragon Awakens: All players lose 1 . All players return 1 Gold to the bank. You cannot lose Gold that is on a developed Resource.



Fae's Blessing: The player with the least  **gains** . The player with the least cards in their hand draws 1 card. In case of a tie, all tied players draw 1 card in turn order.

Giant: All players lose . All players must discard 1 card.




Goblin Horde: The player with the most  **loses 1** . The player with the most cards in their hand discards 1 card. In case of a tie, all tied players discard 1 card.

Ore Bearriders: The player with the most  loses . The player with the most Gold loses 1 Gold. Include Gold that is on developed Resources when calculating how much Gold each player has. In case of a tie, all tied players lose 1 Gold.

Queen's Day Festival: All players gain 1 . In turn order, all players take 1 Gold from the bank.



Rabunhod: The player with the least  gains 1 . The player with the least amount of Gold takes 1 gold from the bank. Include Gold that is on Resources when calculating how much Gold each player has. In case of a tie, all tied players take 1 Gold in turn order.



Royal Wedding: All players gain 1 . In turn order, all players draw 1 card into their hand.



Sorceress: Build:   +  Provides a Wild Resource when building any Building if you return 1 Gold to the bank. You may not return a Gold that is on a developed Resource.



Expansion Pack #1: Guild Halls




Clarification: The Special Powers of the Buildings in this expansion (Key and Blade, Sacred Grove, Tower of Honor, Worker's Guild) award Victory points only to the owner of the building, and only when the owner meets the condition.





Key and Blade: Most  =  Gives 3 Victory Points if the player has more Shadow Buildings in their Village than any other player at the end of the game. In case of a tie, no Victory Points are awarded.

Sacred Grove: Most  =  Gives 3 Victory Points if the player has more Holy Buildings in their Village than any other player at the end of the game. In case of a tie, no Victory Points are awarded.

Honor Tower: Most  =  Gives 3 Victory Points if the player has more Soldier Buildings in their Village than any other player at the end of the game. In case of a tie, no Victory Points are awarded.

Worker's Guild: Most  =  Gives 3 Victory Points if the player has more Worker Buildings in their Village than any other player at the end of the game. In case of a tie, no Victory Points are awarded.

Miner:   per  Immediately draw 1 card into your hand per Worker Building you have built in your Village at that moment.

Sapper:     Immediately take 1 card at random from the hand of any one opponent. You choose the opponent. The opponent need not reveal their hand to you.

Shaman: ⚡ 🟢 ➡ 🟡 Immediately discard 1 card and take one Gold from the bank.

Squire: ⚡ 🟢 🟢 Immediately draw 2 cards into your hand.

Festival of the Dawn: All players may 🟢 🟢 ➡ 🟡. In turn order, all players may discard 2 cards from their hand and take 1 Gold from the bank.

Isles of Valeria: All players may 🟢 ➡ Develop. In turn order, all players may discard a card to take an additional Develop action.

Jester's Craft: All players pass a 🟢 to the player to their left. All players simultaneously select a card from their hand, without revealing it. Once all players have selected a card, each player passes that card to the player to their left and that player takes it into their hand. If a player has no cards in hand, then they do not have to pass a card.

Rise of the Skeletons: All players discard 🟢 🟢 or lose 1 🟡. In turn order, all players must discard 2 cards from their hand or give 1 Gold to the bank.

Expansion Pack #2: Monuments 🏰

- Monuments are not Buildings. However, the Building Type icons of completed Monuments may be counted as if they were buildings. Examples: The Desert Orchid monument would add 1 Victory point to the value of the Monk (1 x 🏰), but not to the value of the Captain (1 per 3 Buildings).
- After taking a Monument, draw the top card from the Monument deck (if any remain), turn it face-up, and add it to the Monument pool to replace the one taken.

Cathedral of St. Aquila: Worth 6 at the end of the game.

Clock Tower of Bitola: Worth 7 at the end of the game.

The Desert Orchid: Worth 7 at the end of the game.

Emerald Stronghold: Worth 6 at the end of the game.


Gargan's Embrace: Worth 7 at the end of the game.


Grimmwater Keep: Worth 7 at the end of the game.





Holzgrafe Memorial: Worth 6 at the end of the game.

The Orb of Urdr: Worth 6 at the end of the game.



Baker: ⚡ 🟢 🟢 🟡 Immediately draw 2 cards into your hand and take 1 Gold from the bank.

Captain: Gain  per 3 Buildings. Gives you 1 additional Victory Point for every 3 Buildings you have built in your Village at the end of the game. Do not count Monuments.



Mage: Gain  per Monument. Gives you 2 additional Victory Points for every completed Monument in your Village at the end of the game. Do not count Buildings.

Peddler:  per    Gives you 1 Victory Point for every 3 Cards in your hand at the end of the game.

Promo Cards

Bard:  per  Gain 1 additional Victory Point for every Gold you possess at the end of the game, up to a maximum of 6 additional Victory Points. Include Gold on developed Resources.

King's Herald:  Per     You gain 3 Victory Points for every set of 1 Worker, 1 Soldier, 1 Holy, and 1 Shadow Building you have built in your Village at the end of the game.

Rahdo the Guild Master: Most  =  Gives 3 Victory Points if the player has more Adventurers in their Village than any other player at the end of the game. In case of a tie, no Victory Points are awarded.

Solo Play:

- You may not take the Harvest action if you already have 8 cards in hand.

Errata: During setup, shuffle the Adventurer cards and deal 10 face-down into a deck. Use only these cards during setup and play. Place the remaining Adventurer cards back in the box without looking at them; these cards will not be used.

A Message from the Designers

If after reading these card and rules clarifications you still have questions, please post in the Villages of Valeria BoardGameGeek.com forums. We are active in the community and take these questions seriously because we want you to enjoy the game without confusion.

<https://boardgamegeek.com/forum/1664709/villages-valeria/rules>

Thank you for taking the time to read through this document and sending us questions. We hope you enjoy the game!

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Look for these other thrilling
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The artwork for the 'Valeria: Card Kingdoms: Flames & Frost' expansion features two large, stylized phoenixes. On the left, a red phoenix is engulfed in flames, with a bright orange and yellow fireball emerging from its beak. On the right, a blue phoenix is surrounded by frost and ice, with a bright blue and white iceball emerging from its beak. The background is a dark, swirling mix of red and blue, suggesting a cosmic or magical battle.

VALERIA

CARD KINGDOMS

FLAMES & FROST

A Full Expansion for Valeria: Card Kingdoms



The artwork for 'Quests of Valeria' depicts a group of diverse, colorful characters standing behind a large, rolled-up scroll. The characters include a man with a beard and a hat, a woman with red hair, a man with a beard and a hat, a woman with red hair, a man with a beard and a hat, a woman with red hair, a man with a beard and a hat, and a woman with red hair. The scroll they are holding has the words 'DAILY MAGIC GAMES' written on it. The background is a dark, wooden interior with two hanging lanterns and a large, ornate vase on the right.

QUESTS OF VALERIA

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