

T the legend of
EZMERELDA

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Tenth Edition

Instruction Booklet

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THE LEGEND OF EZMERELDA – OVERVIEW

**REQUIREMENTS – Number of Players (1+),
Playing Time (Approximately 30 minutes), Age
(12+)**

The Legend of Ezmerelda, is inspired by mid-80's console RPG games. It is an adventure roleplaying game, based in the late 1400s, in a fantastical version of France and central Europe, where one or more players develop a character over time, while exploring new locations, rescuing friends, finding lost artifacts, and completing quests. Locations and story-lines are enhanced by factual Romany culture and history.

Playing is a creative adventure that triggers the imagination as the story unfolds that is unique to each game. Use a six(6)-side die in combination with cards and maps to explore the world and recover artifacts.

1-PLAYER

Explore the world alone.

2+ PLAYERS

Players work together in a party to explore the world.

GAME CONTENTS
STANDARD

- 1 deck, 100 cards
- 11 Maps
- 1 Character Sheet
- Instructions
- Six(6)-sided die not include

SETUP

Shuffle each card type and place them in separate piles to draw from.

If continuing a previous game, your start location is the position you or your party last camped.

Draw your allies from the Character pile.

Fill out your character sheet. (see *Character Sheet, pg 19*)

Begin in Carollette City and move to locations one hex plot at a time. (see *Movement – Player, Enemy, Objects, pg 11*)

World Quests can be picked up every 12 hours. (see *Game Play, pg 9*)

THE CARDS



CHARACTER/ENEMY CARDS

These cards can be either allies or enemies. Any ally or enemy may join your party, but you must defeat them in combat first.

These cards must be shuffled before every game, even if resuming a previous game, but any allies saved to the party must be added back into the party before shuffling.

1. Character Name: Color indicates the type of card, either Ally or Enemy. Enemy names are light green and Ally names are dusty rose.
2. Skills and Abilities: Multiple use Skills & Abilities are on the left in red and the single-use Skills & Abilities are on the right in blue.
3. Card Text: Quotes from the characters.

(cont)

CHARACTER//ENEMY CARDS CONT

4. Card Art: Contains various images and the names of the different artists whose works were utilized in this game. Their names are listed in Credits.
5. Stats: This area contains the base Health for the character and also the base Attack for most Enemies. Some items can boost these numbers.
 - a. *If the character also has a shield, the shield takes damage first.*
 - b. *Potential Allies only have base Health and most Enemies have base Health and base Attack.*



QUEST CARDS

These cards tell the player the location they need to search for a particular artifact and any details specific to that item.

1. Quest Name: These come in different types; to gain notoriety, or to recover an artifact. The color indicates the type with red for Notoriety and blue for Artifacts.
2. Artifact: There are many classifications for artifacts. After successful completion, a party member may pick up this artifact and equip it.
3. Special Notes: If there is a specific task that must be completed during the quest, either before or after the artifact is retrieved, it will be described here.
4. Stats: Weapons have a base Attack and Shields have a base Defense. These are added to a character's base Stats.



LOCATION CARDS

These cards give details about specific locations for Quests for while traveling the World.

1. Location Name: Specific name of the Location, or the type of area the Location resembles.
2. Camping – Yes/No: If camping is allowed, the restore rate is altered.
3. Special Notes: Details about events that might happen while occupying the Location.

GAME PLAY

The game is a turn based campaign with game time translating from hours into minutes, e.g. 1 hour game time = 1 minute.

Players explore the world map using hex plots as movement points. (see *Movement - Player*, pg 11)

Quests for artifacts can be accepted from the town Constabulary. (see *Quests*, pg 10)

Various characters may appear as enemies or allies while traveling and players will be required to complete tasks and retrieve objects in order to gain experience for their character and increase the Skills & Abilities. (see *Skills & Abilities*, pg 24)

Interactions with the world, including traveling and equipping gear, consume Action Points. When a character has exhausted all their Action Points, or when the player decides they are done, their turn is over. (see *Movement – Player*, pg 11)

QUESTS

The Town Constabulary will offer random quests every 12 hours. Draw 1 Location card and 1 Quest card from the respective piles and lay them face up. This is considered an Active Quest.

The group has the amount of time shown on the Quest card in which to complete the task. If a quest is not completed when the time expires, it is considered abandoned.

A new quest may not be accepted if the group already has an Active Quest.

Abandoning a quest means it may not be attempted again for at least 7 days. Simply remove that quest card from the pile and replace it once time has expired.

Quests are successful if the artifact is returned to the Constabulary. Then set that quest card aside. If the quest is Notoriety, the group must reach the Location and defeat a random enemy. (*see The Cards – Quest Cards, pg 5*)

When all quests are completed, either by success or failure, they may be shuffled and set face down to be drawn from again.

MOVEMENT – PLAYER, ENEMY, & OBJECTS

MOVEMENT – PLAYER

Players may only move to valid positions, which are represented by Hex plots.

Obstacles may not be passed through, forcing players to go around. Nor can players target anything on the other side of an obstacle. (see *Movement – Objects, pg 15*)

The same rules apply to Enemies, unless a Skill or Ability supersedes this. (see *Movement – Enemy, pg 14*)

Each member of the party may move up to five(5) plots per turn when not in combat. This is called the *Action Phase*. Every five(5) plots, a Monster Check must be made. If it fails, draw one(1) card from the Character/Enemy pile as your opponent.

The number of positions one character can move, is dependent upon performing Actions during the *Action Phase*. If no Actions are used, the full five(5) points are available.

(cont)

MOVEMENT – PLAYER CONT

Otherwise each Action a character performs subtracts one(-1) from the total of available positions. Here is an example of a character using a full turn *not* in combat:

*Character A moves three(3) positions.
(2 left)*

*Drinks one(1) heal potion.
(1 left)*

*Draws their sword.
(0 left)*

Characters not using their full five(5) Actions, reserve any remaining points as Readied Attacks.

Readied Attacks are meant to be used when enemies are on the same map as the character/party and only when an enemy moves within range of any character's Attack zone.

If a character does not have a Readied Attack, the monster will attack first, before the character may use an Action.

(cont)

MOVEMENT – PLAYER CONT

If a character separates from the party, their Action phase happens immediately following the main character or party's Action Phase.

While navigating around the World map, characters do not have their weapons readied and must spend 1 Action Point to ready their weapon once combat begins.

Moving around Carolette City utilizes one six(6) sided die, because there is always a chance someone might be recognized and arrested.

Rolling a 1-3 means that player may move up to 3 tiles at a time.

Rolling a 4-6 means that player may move up to 6 tiles at a time, but wherever they stop, they must roll again to see if they are recognized by someone in the city.

Players are recognized if they roll a five(5) and must get to the City Jail. (*see Jail, pg 38*)

This does not apply if inside a shop.

MOVEMENT – ENEMY

Enemies only move one(1) plot at a time, unless a skill or ability alters that.

Once an enemy spawns from a Monster Generator, it can only attack once it is within range of a character, otherwise it is constantly moving towards the closest character. (see *Monster Generator*, pg 18)

However, if a character is separated from the main party, half the enemies will always move towards that character or smaller party.

(cont)

MOVEMENT – OBJECTS

Throughout the world, there are objects that stand in the way of a character's progress. Players must find a way around these objects.

When moving around the World, the following objects cannot be crossed or passed through:

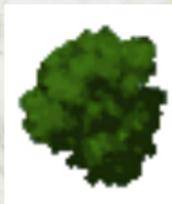
- Wall



- Fence



- Tree



- Water



(cont)

MOVEMENT – OBJECTS CONT

These objects can be crossed or passed through:

- Stairs 
- Bushes 
- Grassland 
- Floor coverings 

Watch for Treasure chests and piles of gold!

Treasure Chest worth:

- Gold –  twenty five(25) Gold pieces (25gp)
- Silver –  fifteen(15) Gold pieces (15gp)
- Copper –  five(5) Gold pieces (5gp)

(cont)

MOVEMENT – OBJECTS CONT

All gold piles are worth fifty(50) Gold pieces (50gp), for each member of the party.



-
- If you collect one(1) gold treasure chest and two(2) piles of gold, that equals one hundred and twenty five(125) Gold.

Treasure Rooms contain gold piles and/or treasure chests. Once a character enters, the treasure room is considered captured. The party then controls it for twenty-four(24) hours.

Both Treasure Chests and Gold Piles reset every twenty-four(24) hours, or after the first time a member of the party camps for over twelve(12) hours consecutively and then they must be recaptured.

To earn Gold, add the value of the treasure chest or gold pile to the total Gold on the *party leader's* character sheet.

MONSTER GENERATOR

In order to populate the World and Detail maps with creatures, Monster Generators are added to certain maps.

Each Monster Generator has a specific purpose and set of guidelines.

- **Skeleton Generators:**
Generates one(1) Skeleton every 5 minutes, if a character or the party is within 7 plots. Each Skeleton is 2/2.
- **Rattler Generators:**
Generates one(1) Rattler every minute, if a character or the party is within 10 plots. Each Rattler is 1/1.
- **Forest Viper Generators:**
Generates one(1) Forest Viper every minute, if a character or the party is within 10 plots. Each Forest Viper is 2/1.
- **Ghost Generators:**
Generates one(1) Ghost every minute, if a character or the party is within 10 plots. Each Ghost is 1/2.

CHARACTER SHEETS AND LEVELING

Character Sheet

NAME _____ LEVEL _____

SKILLS & ABILITIES

LEADERSHIP <input type="text"/>	<input type="text"/>	HAND-TO-HAND <input type="text"/>
BATTLESPEED <input type="text"/>	<input type="text"/>	CASTING <input type="text"/>
DISCOVERY <input type="text"/>	<input type="text"/>	SIDING <input type="text"/>
SPRINTING <input type="text"/>	<input type="text"/>	RANGED <input type="text"/>
ELEMENTALIST <input type="text"/>	<input type="text"/>	PERCING <input type="text"/>
ARMORIST <input type="text"/>	<input type="text"/>	DRIVE <input type="text"/>
DEFENSE <input type="text"/>	<input type="text"/>	TACKLING <input type="text"/>
SURVIVALIST <input type="text"/>		
GOLD <input type="text"/>		
NOTORIETY <input type="text"/>		

CHARACTER CARD

the legend of
EMERALD

This page contains all the information about a particular character a player is playing as.

Statistics like: Leadership, or Insight are tracked here using a whole number, up to fifty(50) and then every 1/2 after that to a maximum of 100.

(cont)

CHARACTER SHEETS AND LEVELING CONT

From fifty(50) ,fifty point five(50.5), fifty one(51), fifty one point five(51.5), fifty two(52), etc., etc.

In order to gain one(1) point in a Skill or Ability a character must attempt to use it in a situation, whether that is through combat or social interaction and be successful.

To use a Skill or Ability, a player simple rolls a six(6)-sided die.

One(1),two(2), or three(3) = Failure

Four(4), five(5), or six(6) = Success

If a one(1) is rolled, the character loses one half(1/2) of a point if above five(5) points. Otherwise it is just a regular failure.

(cont)

CHARACTER SHEETS AND LEVELING CONT

If a six(6) is rolled, the character gains an extra one half(1/2) point.

Skills and Abilities can go to one hundred(100).

At fifty(50), only a roll of one(1) or two(2) is a failure.

At one hundred(100), only a roll of one(1) is a failure.

If a character is successful using a Skill or Ability, they gain one(1) point in that Skill or Ability and may roll a three(3), four(4), five(5), or six(6) to make a *successful* roll on their next attempt at using that particular Skill or Ability.

Character A uses Bartering and rolls a four(4). The use is successful, and the character's Bartering goes from forty nine(49) to fifty(50).

The next time that character uses Bartering, they may roll a three(3), four(4), five(5), or six(6) they next time they roll for that Skill or Ability and be successful.

(cont)

CHARACTER SHEETS AND LEVELING CONT

If a character rolls a one(1), two(2), or three(3), they have failed to use that Skill or Ability and if over 50, lose one half(1/2) point.

Character A uses Bartering with 55 points, but fails the roll. They may roll a three(3), four(4), five(5), or six(6) as a Bonus on their next attempt to use that Skill or Ability and be successful, and they lose one half(1/2) point.

Even if a character fails using a Skill or Ability, they gain something, a bonus on their next roll, or they gain an increase. A character's Level is based upon one half(1/2) of their total Notoriety, rounded down.

Character A has a Notoriety of five(5), so their Level is two(2).

Every five(5) Levels, that character gains an additional one quarter(1/4), rounded down, of the total party's Gold and gains one(1) additional minute to add to the Monster Check while camping, up to ten(10) minutes.

(cont)

CHARACTER SHEETS AND LEVELING CONT

Party A captures a Gold pile worth fifty(50).

Character A is Level five(5) and gains an additional one quarter(1/4) of the Gold, or twelve(12) Gold.

Monster Checks per Level, scalable to Level 45. (see table below)

<u>Level</u>	<u>Minutes</u>
5	Two(2)
10	Three(3)
15	Four(4)
20	Five(5)
25	Six(6)
30	Seven(7)
35	Eight(8)
40	Nine(9)
45	Ten(10)

SKILLS & ABILITIES

Each character has two columns on their cards.

The left, red side contains Skills and Abilities that are usable multiple times per day.

The right, blue side contains Skills and Abilities that can only be used once per day, or until the player has camped.

In order to use a Skill or Ability, players must roll a six(6)-sided die to determine if it is successful.

If successful, the player may add plus one(+1) to that skill or ability.

If a Skill or Ability is used, but fails, the player will received a Bonus on their next attempt at using that particular Skill or Ability.

In order to rest, the player must find a “safe location” on the World Map in which to camp. Camping requires that no monsters are present for the time the player plans to camp.

Players may consume 1 scroll to use an ability more than once without camping.

SKILLS & ABILITIES LIST AND DEFINITIONS

Leadership: The character has the ability to lead a party. Characters/Enemies with Leadership may join a party or lead their own. Characters/Enemies without Leadership may only join a party and not lead one.

Bartering: The character has the ability to negotiate under any condition, even under the influence of a tonic, or alcoholic drink. Characters without this skill cannot negotiate under any circumstance.

Discovery: Characters with this skill easily avoid traps and can detect hidden enemies and passages or invisible enemies.

Spiritualist: Characters with this skill may heal themselves during their turn or while camping. During camping, players regain Health at double the rate.

Elementalist: Characters with this skill are able to control any of the five(5) elements: air, earth, fire, water, and time.

(cont)

SKILLS & ABILITIES LIST AND DEFINITIONS CONT

- **Air:** Negates an enemy's Ranged Attack.
- **Earth:** Stuns one(1) enemy per turn.
- **Fire:** Adds additional plus two(+5) Fire Damage to all Ally attacks.
- **Water:** Enemies heal at one half(1/2) their normal rate.
- **Time:** All allies gain an additional turn per round.
 - *During each turn, players must roll a six(6)-sided die, assigning each Element to a number, in any order. This is the Element the character controls for that turn.*

Anatomist: Characters with this skill may heal every member of the party at the same time.

Insight: Characters with this skill can determine if a clue or piece of advice should be followed or not.

Survivalist: Characters with this ability may regain Health at three(3) times their normal rate while not in a dungeon or town.

(cont)

SKILLS & ABILITIES LIST AND DEFINITIONS CONT

Hand-to-Hand: Characters with this skill are able to Block Enemy attacks of all types for two(2) turns.

Crushing: Characters with this ability add an additional plus five(+5) damage to their next two(2) Attacks.

Sneak: Characters with this skill may flank an Enemy and perform an attack from behind, causing ten(10) times the normal damage.

Ranged: Characters with this skill add an additional plus five(+5) damage to their next two(2) Attacks.

Piercing: Characters with this skill add an additional plus five(+5) to their next two(2) Attacks.

Divine: Characters with this skill may bless one(1) character per turn. A Blessed character regains plus one(1) Health per turn, and add an additional plus two(+2) to their next Attack.

(cont)

SKILLS & ABILITIES LIST AND DEFINITIONS CONT

Ranged/Bashing: Characters with these skills may choose one Attack type for their next three(3) turns and add an additional plus ten(+10) damage and an additional plus two(+2) damage for all party members with Ranged or Bashing.

Piercing/Crushing: Characters with these skills may choose one Attack type for their next three(3) turns and add an additional plus ten(+10) damage and an additional plus two(+2) damage for all party members with Piercing or Crushing.

Tracking: Characters with this skill are able to find a path of least resistance while traveling for the next five(5) turns. During each Monster Check, players must roll either a five(5) or a six(6) to fail the check

Skills and Abilities only refresh when a player is camping. (see – Camping, pg 29)

CAMPING

In order to camp, the player with a bedroll selects a valid position on the World Map.

A valid position means there are no obstructions on that hex plot, so no: trees, buildings, bushes, water, or walls, etc., etc. Grasslands, Plains, Forest Floor, Fields, or riverbanks (as long as there is no water on the hex plot) qualify as valid positions.

During time in camp, the player may practice their skills and abilities. This preps them to be used again. In the case of any Skills or Abilities on the Right side, these are refreshed and ready to use.

Camping lasts for as long as the player(s) determines. However, during that time, there must be check for monsters.

A monster check happens every minute. In game time, one(1) minute is equal to one(1) hour. Skills and Abilities on the Right side require a minimum of 3 hours each, for each character. Characters share camping time.

(cont)

CAMPING CONT

Using a one(1) minute timer to keep track of the hours, when the time has expired, a Monster Check must happen. The player must roll a six(6)-sided die for each monster check. One(1) to three(3) = No Monsters, four(4) to six(6) = one(1) Monster per *passed* minute of camping.

For example, if the player has been camping for three(3) minutes and then next Monster Check fails, three(3) Monsters appear.

If a Monster Check fails, the player may decide if the entire party engages in combat, or they may select which character or characters they wish to use.

GYPSY HUNTERS

Throughout Romani history one will find instances of groups hunting Rom, often referred to as "Gypsy Hunters", sometimes for a bounty. Many cities and countries expelled Rom with the threat of death should they remain.

Ezmerelda is constantly stalked by "misguided citizens that have become Bounty Hunters". Every 24 hours, the party will be ambushed by a Gypsy Hunter as long as the party is outside the city gates. Should the party be defeated, they are all captured and sent to Carolette City Jail. Each party member must roll a six(6) –sided die to get out of jail. (*see Jail, pg 38*)

Bonuses will be available for party members with certain skills.

For example, any party member with Tracking or Survivalist will gain an additional bonus to their first round of attack against the hunters.

The Hallowed Ground area is populated by Gypsy Hunters only.

COMBAT - PLAYER

When combat begins players use a Skill or Ability to attack first on a declared target or they attempt to rest, regaining 2 Health per second unless interrupted by a monster.

If interrupted, the player loses minus two(-2) Health immediately and the Monster attacks first.

Players take turns rotating through the following sequence: main player first, then each enemy, and finally each party member.

If a player needs to be healed, they must do so before taking additional damage. If a party member must be the one to heal a character, the character must have at least one(1) Health or else they are removed from the game.

All characters have a base Attack of one(1) plus their Level.

If a character is Level three(3), their Base Attack is four(4).

If a character has a weapon, add the weapon Attack to the character's base Attack.

COMBAT—ENEMY

During an Enemy's turn, the player must roll a six(6) –sided die to determine which Skill or Ability will be used. Unlike players, Enemies do not need to refresh their skills or abilities, unless they join the player's party.

If an Enemy has the ability to heal and they have reached one quarter(1/4) of their total Health, they must forfeit their turn and gain plus ten(+10) Health, until they have reached one half(1/2) of their total Health.

If an Enemy is defeated and does not join the player's party, they are shuffled back into the Character/Enemy draw pile.

Enemies with Attack and Defense displayed may join the party, but those values will not change and they cannot level.

If an Enemy has the Summon ability, draw a card from the Character/Enemy pile and add it to the Enemy's party. Their new ally has a turn *after* the player's party members have all taken their turns.

(cont)

COMBAT – MONSTER/ENEMY CONT

Summoned enemies appear the closest available position to the Enemy that summoned them.

Enemies that have the Summon ability may not join a party.

Vampress and Vampress Queen may not join a party.

Enemies that were Summoned may not join the party or be the target of Allure.

Vampress Queen summons a Dark Elf during combat. The Dark Elf may not join the party and may not be the target of Allure.

GEAR/EQUIPMENT

Players may purchase the following items from the various shops around Carolette City.

Anytime a player enters a shop, that player must roll a six(6) –sided die to determine if the shopkeeper recognizes them. If the player is recognized, they are arrested and put in the jail. (see Jail, pg 38)

SHOP LIST

Jean Pierre's Auberge

Greater Heal Potion	50g
Lesser Heal Potion	10g
Refresh Potion	100g
Water	5g
Mead	10g
Apple	10g
Cheese	5g
Full Ration	150g
Half Ration	75g

(cont)

SHOP LIST CONT

Henrietta's Boutique

Sword - Piercing	75g
Spear - Piercing	65g
Sceptre - Crushing	60g
Dagger - Piercing	45g
Poleaxe - Bashing	70g
Morningstar - Bashing	75g
Short Bow – Piercing/Ranged	55g
Elvish Magical Bow – Piercing/Ranged	65g
Wooden Shield	15g

After purchasing any weapon, roll a six(6)-sided die and that number is the base attack for that weapon.

Characters with no weapons use Hand-to-hand combat.

Wooden Shields have 25 points for base defense.

Eloise, L'aventurier

1 x Key	50g
5 x Keys	200g
10 x Keys	400g
Bedroll	400g

Luis' Apothicaire

1 x Scroll	5g
5 x Scrolls	20g
10 x Scrolls	45g

JAIL

When a player is arrested, they are moved to the Carolette Prison and may try to break out or attempt to bribe the Constable with the bail amount.

BREAK OUT

Roll a six(6) –sided die to attempt to break out of jail. Players must roll a five(5) or higher. If they do not break out after 3 tries, they are freed, but another party member is randomly arrested instead. (*see Jail - Random Arrest*)

BAIL

Players with gold enough to cover the bail amount may attempt to bribe the Constable for their freedom. The bail amount is determined by rolling a six(6) –sided die and then adding it to the multiplier for each bribery attempt.

- Bribery 1st Attempt
 - Bail = $d6 + 10$
- Bribery 2nd Attempt
 - Bail = $d6 \times 10$
- Bribery 3rd Attempt
 - Bail = $d6 \times 15$

JAIL – BAIL CONT

Players must roll a four(4) or higher to successfully bribe the Constable. If they do not succeed after 3 tries, all their gold is taken and they are freed, but another party member is randomly arrested instead. (*see below Jail - Random Arrest*)

Characters with Bartering gain a bonus to bribery attempts.

- Bribery ≤ 11 gains +1 to each roll. (1-10)
- Bribery ≥ 10 gains +2 to each roll. (11+)

RANDOM ARREST

Players must roll a six(6) –sided die to determine which character is arrested (each number is equal to that Player, i.e. 1 = Player 1, 2 = Player 2, etc., etc.)

The player arrested may then attempt to break out or bribe the Constable.

If they are unable to break out or bribe the Constable, Ezmerelda is immediately arrested and banished from the city. (*see Jail - Banishment, pg 40*)

(cont)

JAIL – RANDOM ARREST CONT

If a player is randomly arrested and they are already in jail, the next available player in order is arrested instead.

If all players are arrested, Ezmerelda is immediately banished. (*see below Jail - Banishment*)

BANISHMENT

If Ezmerelda is arrested and banished, move that player's token to the first hex plot outside of either the North or East gate and must remain there until the party arrives.

Once outside the city gates, players must check for Gypsy Hunters every 6 hours until the party arrives. (*see Gypsy Hunters, pg 31*)

CHANGE LOG

- First Edition:
Fundamentals published.
- Second Edition:
Added Skills & Abilities and Camping
- Third Edition:
Added Combat (Player & Enemy)
- Fourth Edition:
Added Movement (Player & Enemy)
- Fifth Edition:
Added Monster Generators
- Sixth Edition:
Added Movement – Objects
- Seventh Edition:
Added Character Sheets and Leveling
- Eighth Edition:
Improved Enemy sections.
- Ninth Edition:
Added Quests and Jail sections.
- Tenth Edition:
Updated Movement for Carolette City.

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