



LEGENDS OF
NOVUS



LEGENDS OF NOVUS

Novus, a world torn asunder due to a magical maelstrom, is in need of heroic "Legends" to bring peace and security back to its people...

Novus is a world that was torn asunder due to a powerful magical energy storm over a century ago. The world was ruled by humankind, the race that had eradicated almost every other race on Novus out of fear and mistrust towards the Elves, Dwarves, Reptilians, and Oxen.

Since the Maelstrom, the humans have developed supernatural skills they are still learning how to master. Some call it Wizardry, the religious followers believe their newfound skills are due to their Goddess, Aura, who endows them with magical wards, and the ability to overpower the undead. Alchemists have discovered how to imbue liquids with the magical energies from the air. Blacksmiths have begun forging unique weapons with devastating power, and even reclusive hermits have discovered ways to use the new found energy to commune with animals.

Across the land the dead rise due to the residual storm magic that permeates the air, terrorizing the unsuspecting in their mindless quest for destruction. Some humankind and animals have suffered deformations over the course of time, creating new races of creatures the people of Novus have never seen before. Goblinoids, strangely enhanced animals, and terrifying monstrosities now roam the land.

The Maelstrom's magic even created powerful beings that few people have seen firsthand and survived, such as dragons and demons. The major cities of the world have been searching for people with the ability to defeat the creatures before it is too late.

You will take on the role of one of those heroes. Each hero has their own special abilities, equipment restrictions, and roles in which they can advance to in their journey.

Now it is time for you to become a Legend of Novus!



GAME OBJECTIVE

The goal of the game is to have your character gain the recognition of the people and rulers of Novus.

By travelling around the world, developing your character, completing Quests, & defeating Creatures you will gain Experience Points (XP). The first person to earn 25 XP, and have either a Quest creature or two Quest Event cards completed, will be recognized by the people and the rulers of the land as a Legend of Novus.

There are a variety of ways to earn XP, allowing players to explore different methods of play each game.

GAME SETUP

Game Contents

1	Game Board Map	52	Adventure Cards
1	Location Guide	66	Reward Cards
5	Character Sheets	36	Encounter Cards
5	Character Cards	10	Ally Cards
5	Character Standees	8	Quest Creature Tiles
5	Base Class Cards	5	Player Aid Cards
10	Advance Class Cards	10	Plastic Cube Trackers
5	10 sided Action Dice	40	Treasure Tokens
1	6 sided Travel Die		



Setting up the Game

Set the Game Board in the center of the table. Shuffle the Adventure Deck , Reward Deck , and Encounter Deck  and place them in separate stacks to the side of the map. Place the Quest Creature tiles in a stack to the side of the board. Place the unused Basic Class cards, the Advance Class cards, and the Ally cards in a stack to the side as well.

Each player is given one Character Sheet, one Character Card, and one Basic Class Card that matches the symbol on their Character Card (these cards go on the character sheet slots). If players cannot decide who chooses first then they roll a d10 Action Die, and the highest roller chooses first, proceeding clockwise from there. Give each player a Player Aid card.

Give each player 10 GP (leave rest of coins accessible throughout the game), one *Adventure card, and one Reward card. The cards are kept revealed as the players “hand” until the cards are played. Each player places their Standee onto Vace City on the game board, and takes one d10 Action Die  to use for the game. The travel die is left on the game board.

Place a tracker cube on the  XP chart, you begin at 3 XP. Place a second tracker cube on the Combat chart, you begin with at the value on your Class card, +1  for your XP value. The Location Guide will need to be passed from player to player throughout the game, it has important information about each location in the world of Novus that you will need to reference when travelling and exploring.

Hands and Dice

Cards you earn in the game go to your hand. There are several game effects that may cause you to draw or discard cards from the adventure or reward deck. Unless otherwise stated, anytime you are asked to draw a card from either pile, simply place the top card from that deck into your hand. Also any cards used, destroyed, sold, or defeated are placed into a discard pile for the respective deck.

Each player has a ten sided action die (and will be referred to as a d10), this will be used for combat rolls, and when indicated on cards in the game. The six sided travel die is shared by all players, and only used if a player is travelling in Novus.

In the heat of battle there is the chance of a “tragic fail”. This happens whenever you roll a 1 on your action die. Regardless of any modifiers, you automatically lose the roll. Whether it was a combat roll, an escape roll, dodging a creature’s special ability, or some other reason mentioned in the game. Creatures do not suffer from critical fails, only players.

CHARACTER SHEETS

Classes

You will begin your adventure by selecting a character and class to be, each of which has their own unique attributes and abilities.

The Card-Based character sheet is the visual representation of your character. On it there is your combat chart, XP chart, skill slots, and your reward card slots.

As you progress through the game you will place cards on the slots that will provide you with benefits and abilities.



Character Class and Character Sheet Icons



Druid: These adventurers have a special communion with wildlife, and travel faster.



Thief: A stealthy class which has a talent for finding the right items, and finding gold.



Wizard: They manipulate the worlds magic in versatile ways to overcome challenges.



Priest: A devout class that uses the power of Faith for protection, in several different forms.



Fighter: Experts in the art of battle and generally stronger in combat value.



Head: These items include helmets, bandanas, and various magical accessories.



Hand: Most commonly used for weapons and gloves. Two handed items use both slots and have a special icon.



Body: These items include different styles of armor, robes, and belts.



Item: Special items such as scrolls, potions, rings, and other specialty items.



Feet: Most often different forms of boots and shin guards.

General Character Sheet Notes

● Each slot on your character sheet may only have one card placed on it, unless otherwise indicated on cards that you play. You may remove a Reward card and place it into your hand anytime you could normally play one, this cannot be done with Skill or Curse cards.

● Ally cards are placed in the same slots as Items . Curse cards, , are placed in the same slots as Skill cards.

● XP is tracked throughout the game by an  marker that is placed on the value of XP that you are currently at. Your XP can never go below 1.

● When you reach 10  you will have the option to become an Advanced Class. This may only be done once per game, and your class icon must match one of the icons on the advanced class card that you select. It is placed over top of your current class description, and your former abilities and statistics are no longer used. See "Recovery Phase" for more details.

Your Combat score will change regularly during the game, it is recommended to check this number at the beginning of each turn by adding all applicable  icons on your cards.

TURN SEQUENCE

I. Preparation Phase

During this phase, you are preparing for your next adventure by "Equipping" Reward cards, or using Event cards from your hand. To prepare, you may do each of the following actions in any order...

- Place or remove any number of Reward cards onto your Character Sheet (this is called Equipping/Unequipping).
- Play one Event card from your hand.
- Purchase one Adventure or Reward card for 25 GP. After you have paid the 25 GP, you draw an Adventure or Reward card and place it into your hand. This may only be done once per turn.

II. Adventure Phase

During this phase, you have the option to travel the land searching for ways to gain power and experience, defeat creatures, and accomplish quests.

You also have the option to Explore the location you are in, which has benefits of its own.

You must decide whether you will **Travel** or **Explore**, state your decision aloud to the other players and proceed.

- If you choose to Travel, follow the steps outlined in section **II-a**

- If you choose to Explore, follow the steps in section **II-b**

II-a. Travelling During the Adventure Phase

You choose to venture further into the unpredictable dangers of Novus. Take your Player Map Token from its current location and move either one or two dots away from your current location. If there is a location in your path with the Travel icon then refer to the guide for details.

- You may not finish your movement on a location you began your turn on.
- If you have a Travel Bonus (ie Travel +1 for example), you may move that many more dots when you choose to travel. Most cards will indicate a travel bonus as +1 .
- Roll the Travel Die, then follow the actions below:
 -  Safe Travels icon allows you to move +1  if you choose, OR gain 10 GP.
 -  Adventure icon, draw the top card of the Adventure deck.
 -  Reward icon, draw the top card of the Reward deck.
 -  Encounter icon, flip over the top card of the Encounter deck. You must enter into Battle with that creature (refer to the Encounter section).
- Once you have completed the above, if you arrive at a point on the map with a Location name you must follow the directions on the corresponding Location from the Location Guide. Many locations have an effect when you arrive there, however, some only have effects if you Explore at the location, which means you must arrive there, and wait until your next turn to Explore the area, following those directions. **You may not Explore a location two turns in a row.**
- Proceed to your Recovery Phase.





TURN SEQUENCE



II-b. Exploring a Location

You may choose to stay in your current location if you did not do so on your last turn.

- To indicate you are exploring tip your player token on its side until your next turn, follow the steps below sequentially:
 - If you are at a Location **with** an Explore effect , you must now follow the location effects in the Location Guide. There is a "Quick Reference Location Card" for players to use to get a quick glimpse at what each location has to offer, but the Location Guide must be used when performing an Explore action as there are greater details in the guide book.

Once the location guide effect has been completed you proceed to your Recovery Phase.

- If the Location does NOT have an Explore effect, instead you must flip over the top card of the Adventure deck and reveal it to all players. If the card is an Encounter card, proceed to a Battle. If it is not an Encounter card, place the card in your hand (unless stated otherwise on the card).
 - You may then choose to draw one card from either the Adventure deck or the Reward deck. This card does not get revealed, and if an Encounter is drawn, it is placed in your hand.

OR

- If you have not faced a Battle this turn, instead of drawing a card, you may play an Encounter card from your hand to face a Battle at this location.
- Proceed to the Recovery Phase.

III. Recovery Phase

Your adventure comes to an end; it is time to recover and rest before your next one. During this phase, you may do EACH of the following in any order...

- Equip any number of Reward cards.
- Play one Event card from your hand.
- Sell Rewards for gold pieces, this can only be done in a city location.
- Trade in gold for experience points, as per the conversion chart.
You cannot trade in beyond 24 XP, your final XP must be earned through other means.
- If you are at 10 XP or higher, you may select an Advanced Class card to place over your current class abilities.
Your character must share one class icon with the chosen card, and you may only perform this action once per game.
- You **MUST** discard down to 5 cards at the end of this phase, your turn ends, and the player to your left begins their turn.



HOW to BATTLE



Understanding Your Opponent

Nothing gets an adventurers blood running faster than the opportunity to take down the evil Creatures that roam the lands of Novus. From Humanoids and wild Animals, to the restless Undead and powerful Demons.

Take a look at each part of the card:

- A** The creature artwork.
- B** Creature name.
- C** Creature type.
- D** Experience points earned if creature is defeated.
- E** Combat Value, added to combat roll.
- F** Win and Loss conditions for this creature.
- G** Special Ability, must complete prior to combat rolls.
- H** Story text.

Combat Sequence

When facing a creature, you must complete each of the steps below in the order listed. Special rules apply to Quest Creatures, which is outlined in the next page.

○ If the creature has any basic text or Special Abilities, these must be followed as shown on the card **before** Combat Rolls or Escape choice takes place. In some cases, this can cause the Battle to end before completing the rest of the Battle steps.

 Decide if you want to Escape the battle. This can only be done before the Combat Roll. If you choose to Escape, you must roll a d10. If you roll a 6 or higher you Escape, place the creature card in the discard pile. Proceed to the Recovery phase if you succeed. If you fail the Escape Roll you must continue the battle, and suffer a -1 to your combat modifier for the battle. Some cards and abilities will adjust your Escape roll, usually indicated with a  icon.

○ Determine your Combat Roll Modifier by adding your base Combat Value  on your Character and Class cards, plus any  bonuses provided by weapons, armor, other items and allies, and skills that you may have acquired in the game.

○ **Combat Roll:** Roll a d10, and add your total Combat Value. Even if you feel you are guaranteed to win the roll, you must still roll, because if you roll a 1 it is a Tragic Fail! Creatures do not suffer Tragic Fails.

The player to your right rolls a d10 for the creature, adding the Creature's . After the roll you may play an ability or card to influence the battle, if you have one. Compare your final combat score to the creatures, whichever total is higher wins the battle. Tied results are won by the Player.

*** It may be easier to calculate the difference between the player and the creatures combat scores, and only modify one die result by that amount. ***

HOW to BATTLE

Resolution of a Battle

Once you have determined whether you have won or lost the battle, there will be benefits and consequences depending on the result.

Experience: You gain an amount of XP equal to the value on the Creature XP icon.



Victory: # of Rewards means you draw that many cards from the Reward Deck.

of Adventures means you draw that many cards from the Adventure Deck.

Value of GP means you gain that many gold pieces from the Bank of Novus.

Defeat: You will often lose an amount of XP. This is immediate. If this loss of XP brings you to less than 1 you set your XP to 1 instead. If you are an Advanced Class and you are brought below 10XP you still retain your Advanced Class.

Some creatures will take GP from you if you lose. When that happens you must return that much GP to the Bank of Novus. You cannot go below 0 GP.

Some Defeat results cause you to discard cards. When this happens you get to choose what cards are discarded (unless stated otherwise).

Some creatures will also destroy items when you are defeated. If this happens you must choose an item that is currently equipped on your character and place it in the discard pile.

Quest Creature Battles



Only those heroes who have earned great equipment, skills, and experience will be strong enough, and brave enough, to take on the mighty Quest creatures of Novus. These include Jue'Rgon, Kraeger Beast, Kroenig, Cystos, Asmakai, Osira, Kzmatic, and the powerful red dragon Monsigneus. Players have the choice if they want to battle these creatures, as the only way to face them is to travel to their locations and then choose to Explore that location to battle with them.

Quest Battles consist of up to 3 rounds to represent the difficulty of taking down these extremely dangerous Creatures. You may attempt to escape at the beginning of each round.

A battle with a Quest Creature is fought in multiple rounds until either the player or the Creature has won twice, after which the Victory and Defeat rules apply as usual.

If a Quest Creature is defeated then it no longer exists in the game, and other players will not have the opportunity to battle it. The player who defeated it takes the creature and sets it to the side of their character sheet to show they defeated it. If a player is defeated by a Quest Creature then the creature remains at the location, and any player may still go to attempt to defeat it.

Each Quest Creature location has a special Explore option once the creature there has been defeated. Any player may take advantage of this Explore option if they go to that location. The rule of not being able to Explore in the same location twice in a row still applies (the player who defeated the creature may leave on their next turn, then return to explore on a future turn if they wish).



BATTLE EXAMPLE



In this scenario we have a Basic Class Fighter, Kain, in a Battle with an Orc Warrior. We will progress through each of the steps outlined in the Battle section:

- I. The Orc has a special ability, these are always resolved before deciding to escape. This ability checks the characters XP value. Since Kain is only at 3  right now he will suffer a -1  on his combat modifier this battle.
- II. Kain can choose to Escape at this point, by choosing to roll a d10  and rolling a 6 or higher (although his Fighter card gives him a -2 penalty also). Kain chooses not to Escape. 
- III. Kains total Combat Value is calculated by taking his base score on the Class Card (in this case 3), plus his XP bonus (right now that is +1), plus the 4  on the equipped Demonsbane Sword, for a total of 8. He would then get the -1 penalty from the Orc, bringing him to a +7 . The Orc has a 3 .
- IV. The Combat Roll takes place, each of them rolls a  and then adds their . Kain rolls a 4 and the Orc Warrior rolls a 9. Kain would have $7 + 4 = 11$, the Orc would have $9 + 3 = 12$. This means that the Orc is victorious, unless the player takes an action in response to the rolls. If you look at Kains Class card he has an ability called Combat Manuevers, in which he may discard a card to gain +2  to one roll. Kain has a card in hand so he chooses to discard it to activate the ability. This changes Kains combat result from an 11 up to a 13, thus winning him the battle (at the cost of discarding a card).
- V. For claiming the victory Kain would gain 2  for the battle as indicated on the Creature card, then would gain one Reward card  that he would draw and place into his hand, and also gain 10 GP  from the Bank of Novus. The Orc Warrior is then placed in the discard pile.

If this was an encounter that occurred while Travelling the character would proceed to review the location effect, if any. If this was an encounter due to an Encounter Card flipped over during the Exploration phase then he would continue on with the remainder of his Adventure phase. He would not be able to play an Encounter card during the second part of this phase now, as he has already faced an Encounter this turn.

*** At any time, if you are defeated in combat, you skip the remainder of your Adventure phase and go directly to your Recovery Phase. ***

ADVENTURE DECK

Adventure Card Summary

In the Adventure deck there are several types of cards you may draw, most of which are Events. The rules on Event cards often change the basic rules of the game, and must be followed as written when they are played. Some Events can only be played during your Preparation or Recovery phases, as part of your regular turn sequence. Other Events have special timeframes that must be adhered to. After an Event card has been played and resolved it is placed in the Adventure discard pile unless otherwise indicated on the card.

Regular Events Regular Events have no special wording, phrases, or icons. These events can only be played on your turn, during the Preparation phase and the Recovery phase.

Special Events Special Events may only be used during a specific time or phase, as stated on the card. The rules for the card are in the text and there is no special color or icon for them.

Action Events These Events can be played at **any** time, regardless of what phase or whose turn it is. Action Events will have special yellow icons on them to indicate they are Action Events. If someone plays an Action Event it must completely resolve before any other Event can be played. If two or more people attempt to play an Action Event at the exact same time then the current players' turn takes priority, followed in regular turn sequence by the other players.

Curse Events These Events become permanently attached to the character sheet. It must be placed on a Skill slot. If one is not open then this curse can replace a current curse. If all Skill slots are filled with skills then the curse is simply discarded instead. Curses can only be removed with certain Event cards or Class Abilities. If you are (or become) a class card that "Cannot be Cursed" then any Curses currently attached to your character are immediately discarded and you cannot be targeted by Curse cards.

Encounter Events If you draw an Encounter Event card during your Adventure phase you must immediately Battle a creature. If it is drawn any other time the card is placed in your hand. It can be used as described in your Exploration phase as a way to seek out and Battle a random Creature from the Creature deck.

Quest Events Quests are special cards that can only be played in a specific circumstance, as mentioned on the card, and will earn XP when used.

Skill Cards Skills are enhancements to your character that are permanent for the remainder of the game, helping in various ways. You may not have more than 3 skills on your character sheet, and cannot replace them once played.

Treasures When these cards are played you gain an amount of Treasure equal to the value of the card. You may play any number of Treasure cards during your Preparation phase and Recovery phase.





REWARD DECK



Reward Card Summary

You will earn Reward cards in many different ways throughout your adventures. When you get the opportunity to gain a Reward card you draw the top card of the Reward deck and place it into your hand. If an item has a Class Icon then you may not Equip it unless your character also has that class icon. You may only Equip items during your Preparation Phase and your Recovery Phase. You may return equipped items to your hand during these phases as well.

The types of Reward cards are:

Regular Equipment These rewards have a red side banner, and are non-magical. They types of equipment are listed below.

Magical Equipment These rewards have a blue side banner. Magical items are generally more powerful, and offer special abilities and actions to help you in your adventures.

Single Use Items These kinds of items can be equipped in any of the four Item Slots on your Character Sheet. You cannot use an Item directly from your hand. Once it is on your Character Sheet you may activate it at any time on any turn, unless otherwise indicated on the card. These Items may only be activated once, then you must place it in the Reward discard pile. 

Misc. Items These are a variety of items that there are not enough of to classify on cards. These can include boots, hats, rings, and other such things.

Weapon Items These are Items which must be assigned to a Hand Slot on your Character Sheet, and most of them increase your Combat Value as per the Combat Icon. 

*Note that some weapons have a two-hand icon. These items take up both of your Hand slots, so you cannot equip items on your second hand unless the items state otherwise. 

Armour Items These are items which help protect your character from the attacks of Creatures, which is why most of them increase your Combat Value as per the combat icon. Some Armor items will be classified as "Heavy", this is a restriction that will be seen on some Class cards. Some classes have other Armor restrictions that you must follow.

Treasures These Reward cards can be traded in for GP from the Bank of Novus. You may trade in as many of these as you want to each turn, or save them in your hand for other purposes.



Travel Bonus Some items provide a Travel bonus, this allows you to move your base 2 map markers plus an additional amount of markers equal to the bonus. 

Selling and Trading cards Almost every Reward card is able to be sold in a City location for an amount of GP equal to the GP value on the bottom right of the card. When the card is sold it is placed in the Reward discard pile. If players wish to allow selling or trading of cards to other players, those players must be in the same location on the map at the time of the sale or trade.





ENCOUNTER DECK



Creature Summary

In Legends of Novus there are hostile creatures in every part of the world. Each creature has its own statistics, abilities, and defeat conditions. There are several different creature types in Novus, but every one of them can be dangerous!

Humanoids These are creatures that have many similarities to humankind. They are intelligent, adaptive, bipedal beings. These include Goblins, Orcs, Jakkals, Oxen, and Humans.

Animals The power of the maelstrom twisted the bodies and minds of some species of animals to create deformed and volatile creatures. These animals will attack without provocation, seeking only to harm those they encounter.

Demons One of the most dangerous types of creatures, they made their way onto Novus by the power of Asmakai, the Mindcrushing Demon. He gates in new demons every day, sending many of them out into the world to destroy any who cross their paths.

Undead Before the Maelstrom struck Novus the dead remained dead forever. Since that fateful day there have been increased occurrences of the recently deceased returning to life to feed on the living. There also resides a powerful undead necromancer, Kzmatic, who has found a way to animate the ancient dead to do his bidding in different forms.

Magical These are creatures that did not exist in Novus until the Maelstrom created them a century ago. These creatures are very rare, and very powerful. Their purpose is unknown, and when encountered they strike without reason or remorse.

Monstrosities The powerful magic of Novus has twisted some lifeforms into massive creatures that terrorize whomever they encounter. From giant hybrid creatures such as the Spider Scorpion, Cystos, to the gargantuan wurm, Jue R'gon, in the jungles of Wkawn. These are best to be avoided until characters have enough XP and Rewards to have a fair fight against them.

Allies Some classes and cards provide an ally creature to aid you in your path to victory. They are placed in an Item slot when available. Other effects they provide will be indicated on their cards.

Special Icons There are some common abilities that creatures have that are represented by icons on the card for quick awareness of them:



Flying

Flying makes it more difficult to Escape. If you attempt to Escape a flying creature, and you do not have flying, your Escape roll is reduced by 3.



Curse

Creatures with the Curse symbol will Curse your character if they win a battle against you, the effects are described on their cards.



LOCATION GUIDE & MAP

	A	B	C	D	Location Effects
The Abandoned Wastelands					Undead Creatures gain a +2 Combat Value. If you Explore you must instead Battle the first Undead creature in the Encounter deck then shuffle all other creature cards back into the deck. <i>"A large expanse of Kadaar was completely annihilated from the impact of energy striking Novus. Entire cities were stricken dead within minutes, this is what remains."</i>
Arc Island					There can be no Battles on Arc Island. If you draw an Encounter card, instead draw another card from the Adventure deck, then place the Encounter on top of the deck. <i>"There is absolutely nothing left on Arc Island to sustain any major forms of life, a nearly silent island in the sea."</i>
Assa, City of the Ancients					The first time you Explore in this location you gain +2 XP if you are a Basic Class. <i>"The ancient city's vast library offers enlightenment in many forms to those who take the time to see it and learn from it."</i>
Braell, City of Believers					The first time you visit this Location, if you are a Priest class, you gain +2 XP and 1 Reward card. You may Pay 25 GP during recovery phase if you are here to remove all Curses from your Character. <i>"The origins of Aura's religion is traced back to the City of Braell. The events of recent centuries have only enhanced the faith of the many worshippers of the sun Goddess."</i>

Guide Information

- A** Art for the Location, representing the area you are travelling to.
- B** There are 7 Regions in Novus, some cards may reference Regions in this game or in future expansions.
- C** The primary reason for traveling to the location. Icons are used as a quick visual to know where some classes may benefit, where encounters or quests are located, and where cities are (for selling items).
- D** Location specific information for arriving, traveling through, or exploring the area.

Traveling

Players may move 1 or 2 map markers per turn. If you have something that provides "Travel +1" or higher you may move that many MORE locations in addition to the base of 2 you are permitted.

The dark dots represent waypoints, and are counted as a map marker but have no location effect, however you can Explore there as a turn action.

You may not move away from a location and return to that location during the same turn.

If you have Explored a location you must move away from that location on the following turn.

+1 = Travel +1



City: In a City you may sell Reward cards for the value on the cards.



Class: Indicates the class that benefits at that location.



Travel: Indicates the location has an impact when travelling to or near it.



Encounters: Dangerous areas in Novus that always have a creature to battle.



Quests: These locations are where the most powerful creatures of Novus are.



Special: These locations may have special functions for the future of Novus...

SOLO GAME RULES

PLAYING THE GAME ALONE

Becoming a Legend of Novus does not have to be a multiplayer experience. You are welcome to explore alone and help save the world from the powerful creatures destroying it. To do this there are some slight changes to the rules to make the gameplay work, and provide specific goals to achieve.

GOAL

To win a Solo game you must demonstrate your heroism by defeating 3 Quest Creatures and completing at least 1 Quest Adventure within a specific amount of turns, representing the progression of time on Novus. If it takes too long to complete your tasks it means the creatures have already devastated the world beyond recovery. You have a maximum of 25 turns to complete the goal.

If you succeed you are given a ranking, strive to become a Legend with every class!

Win within 15 turns :	Legend of Novus
Win within 20 turns:	Hero of Novus
Win within 25 turns:	Champion of Novus
Game exceeds 25 turns:	You have lost the game

GAME SETUP

Perform all actions that you would complete for a multiplayer game, with the following changes:

Remove the following cards from the Adventure deck:

- Claim Quests
- Pilfer
- Backalley Deal
- Stolen Reward
- Experience of War

In Solo mode you must manually track how many turns you have taken. As the first action of every turn you must increase your turn tracker by 1. If you have not completed the goal by the end of your 25th turn you have lost the game and the world as lost hope that the powerful creatures that are terrorizing Novus can be defeated.

TEAM GAME RULES

PLAYING THE GAME WITH 2 TEAMS OF 2 PLAYERS

In this version of the game you and a partner are competing to become a Legend of Novus faster than another pair of adventurers. The majority of the game is the same, with a few slight changes to adapt to having these teams.

GOAL

The first pair of players that earns a combined total of 50 XP, then defeats a Quest Creature or completes a Quest Adventure card to finish their journey wins the game and become Legends of Novus.

GAME SETUP

The game sets up the same as the main rules.

GAME TURNS

In this mode the teams take turns completing their full turn cycle (rather than taking turns with phases). This means that Team A will complete their Preparation, Adventure, and Recovery phases sequentially, then Team B will take their turn doing the same. Both players on the team take the actions at the same time, and mutually decide who draws cards before the other, or any other actions that occur are mutually decided by the two players.

The players may choose to perform actions as a team if they are in the same location during the Preparation phase, but they may also travel the world independantly from one another. If players are traveling together they may only travel 2 map points unless both players have a travel bonus. When they explore a location they each process the explore effect.

Players on the same team may freely may give or exchange Reward cards and GP if they are at the same location. Players may not give or exchange Adventure cards.

ENCOUNTERS

If players face an Encounter when they are travelling or exploring together they must draw two encounter cards instead of one, then assign a creature to each player. The encounters play out the same as the regular game, with the Victory and Defeat conditions applying to the character that won or lost respectively to each creature. Each player must face the special ability of the creature (if any). Experience points from these encounters are added together, then divided by two and earned by the players. If the result is uneven then the player with the least XP gains the extra point. If player XP is tied then the players choose who gains the extra XP.

QUEST CREATURES

In this mode the players may only Explore and Battle a Quest Creature if they do it together. Both players must be at the same location during the Preparation phase to do this. When they battle the Quest creature they each make a combat roll and add their totals together. The quest creature gains +10 to their Combat Value when facing against two characters.

If the Quest creature wins the first round of battle then the character with the lowest Combat Value is considered defeated. The other player must continue the battle alone or choose to attempt an escape. If they are defeated then both players suffer the Defeat condition. If they are successful then the players share the XP and Victory condition (they must mutually decide

CO-OP RULES

PLAYING THE GAME 2-5 PLAYERS CO-OPERATIVELY

In this version of the game you and up to 4 other players are working together to defeat every Quest creature of Novus to all become Legends of Novus.

GOAL

Working together the players must defeat all 8 of the Quest Creatures of Novus before the end of the 25th turn.

GAME SETUP

Remove the following cards from the Adventure deck:

- Claim Quests ● Pilfer ● Backalley Deal ● Destroy Item

GAME TURNS

Turn sequence follows the same process as the standard game rules.

The players may choose to perform actions as a team if they are in the same location during the Preparation phase, but they may also travel the world independantly from one another. If players are traveling together they may only travel 2 map points unless all players in the group have a travel bonus. When they explore a location they each process the explore effect.

Any player may freely may give or exchange any Reward cards and GP if they are at the same location. Players may not give or exchange Adventure cards.

ENCOUNTERS

If players face an Encounter when they are travelling or exploring together they must draw as many cards as there are players, then assign a creature to each player. The encounters play out the same as the regular game, with the Victory and Defeat conditions applying to the character that won or lost respectively to each creature. Each player must face the special ability of the creature they are facing (if any). Experience points from these encounters are added together, then divided by the number of players in the group, rounded down to the nearest whole number.

QUEST CREATURES

In this mode the players may only Explore and Battle a Quest Creature if 2 or more players battle it together. Each player must be at the same location during the Preparation phase to do this. When they battle the Quest creature they each make a combat roll and add their totals together. The quest creature gains +10 to their Combat Value for each additional player facing it in the combat round (ie 2 players give it +10, three players give it +20, etc).

If there a 3 or 4 players it is a Best of 5 rounds to win. If there are 5 players it is a best of 7 rounds to win.

If the Quest creature wins the first round of battle then the character with the lowest Combat Value is considered defeated, suffers the defeat penalty, and is out of the battle. The other player(s) must continue the battle or choose to attempt an escape. If they are successful then the players share the XP and Victory condition (they must mutually decide how this is distributed).