



LEGENDS OF
NOVUS



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In a world torn asunder by magical maelstrom, Novus needs more than heroes — it needs Legends!

Over a century ago, Novus was torn asunder by a powerful magical energy storm. At the time, the world was ruled by Humans, who through fear and mistrust had eradicated almost every other humanoid race on Novus, including Elves, Dwarves, Reptilians, and Oxen.

Since the Maelstrom, some Humans have developed supernatural abilities they are still learning to master. Some call it wizardry. The religious followers of Aura believe their newfound powers come from their goddess. Alchemists have discovered how to imbue their concoctions with magical energies. Blacksmiths have begun forging unique weapons with devastating power. Even reclusive hermits have discovered ways to harness their powers to commune with animals.

But not all of the fallout from the Maelstrom is benign: 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 humanoids and animals have been deformed over time, a twisted evolution of creatures never before seen by the people of Novus. Goblinoids, strangely enhanced animals, and terrifying monstrosities now roam the land.

A few creatures were imbued with so much of the Maelstrom's magic that few people have seen them and survived. Creatures such as dragons and demons are so powerful that only the most heroic, the most legendary hero will be able to defeat them.

In Legends of Novus, you take the role of one of these heroes. Each hero has their own special abilities, equipment restrictions, and roles in which they can advance

1–5 Players (Solo, Competitive, or Team-Play modes), 60–90 minutes, for ages 13+.

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

GAME OBJECTIVE

Gain Experience Points (XP) by traveling around the world, developing your character, completing Quests, & defeating Creatures.

The first player to earn 25 (XP), and to have completed either one Quest Creature or three Quest Events, 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 experience, allowing players to explore and enjoy different methods of play each game.



GAME SETUP

Game Contents

1	Game Board Map	1	Travel Die, 6 sided	40	Treasure Tokens
1	Location Guide	60	Adventure Cards	5	Luck Tokens
5	Character Boards	72	Reward Cards	5	Explore Tokens
10	Character Cards	40	Encounter Cards	9	Quest Tokens
10	Character Standees	7	Ally Cards	1	Travel Token
10	Basic Class Cards	9	Quest Creature Tiles	1	Solo Turn Dial
10	Advanced Class Cards	5	Player Aid Cards	1	Legend of Novus Tile
2	Action Dice, 10 sided	10	Plastic Cube Trackers	2	Special Cards

Setting up the Game

Set the Game Board Map in the center of the table. Shuffle the Adventure Deck , Reward Deck , and Encounter Deck  and place them face down in separate stacks to the side of the map. Set each Quest Creature token on its specified location on the map.

Each player is given one Character Board, one Character card, and one Basic Class card that matches the icon on their Character card (these cards go on the character board slots). If players cannot decide who chooses first then they roll a d10 Action Die, and the highest roller plays first, proceeding clockwise from there. Give each player a Player Aid card. Place the Quest Creature tiles in a stack to the side of the board. Place the unused Basic Class cards, Advance Class cards, and the Ally cards back in the box for later use.

Give each player 10 GP of treasure tokens (remainder of treasure tokens are to be placed to side of board), one Adventure card (redraw if its a Curse card), and one Reward card. The cards are kept hidden as the players "hand" until the cards are played. Each player places their Standee onto Vace City on the game board. The travel die and the two d10 Action dice are placed on the corner of the game board.

Place a tracker cube on the  (XP) chart for each player, you begin at 3 XP. Place a second tracker cube on the  (CV) Combat Value chart. Give each player one Luck  token and one Explore  token, these are placed on the Character Board.

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. Any cards used, destroyed, sold, or defeated are placed into a discard pile for the respective deck.

The Action dice are used for combat rolls where indicated by the icon  on the cards. The travel die is shared by all players and is only used when traveling in Novus.

In this game 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 tragic fails, only players.

A Luck token may be used to reroll a Tragic Fail, if the reroll is another 1, continue rerolling until a 2 or higher is rolled. Discard the Luck token after use.

CHARACTER BOARDS

Classes

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

The card-based Character Board is the visual representation of your character. On it are the combat chart, XP chart, skill slots, and equipment slots.

As you progress through the game, placing cards in these slots will provide you with benefits and abilities.



Character Class Icons

-  **Druid:** Fast travelers, and able to acquire an Animal Ally to aid in Combat.
-  **Fighter:** Powerful basic and special attacks, and equipment bonuses.
-  **Priest:** Protection from curses, is strong against Undead, and able to defend well.
-  **Thief:** Great at finding good Rewards, and acquiring Gold in cities.
-  **Wizard:** Manipulates the Adventure deck and utilizes versatile spells.

Character Board Icons

-  **Body:** Armor, robes, belts, etc.
-  **Feet:** Boots, anklets, and shin guards.
-  **Head:** Helmets, bandanas, and various magical accessories.
-  **Hand:** Weapons and gloves. Two handed items use a special icon.
-  **Item:** Scrolls, potions, rings, and other specialty items, including Ally cards.

General Character Sheet Notes

- Each slot on your character sheet may only have one card placed on it, unless otherwise specified by cards that you play. You may remove Reward cards (page 10) and place them into your hand anytime you could normally play one.
- Ally cards are placed in the same slots as Items . Curse cards  are placed in the same slots as Skill cards (from the Adventure deck). Once played, these cannot be removed.
- XP is tracked throughout the game by an  marker that is placed on the value of XP that you are currently at. If your XP were to go below 1, place it at 1 and ignore further reductions.
- If you are at 10  (XP) or higher during your Recovery Phase, you may select an Advanced Class card to replace your Basic Class card. You retain the new class even if your XP drops below 10. You may only change to an Advance Class once per game.
- 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.
- Remember to check your Combat Bonus, it is on the chart below the tracker section.

TURN SEQUENCE

Players take turns complete the entire turn sequence until a player completes the objective.

I. Preparation Phase

Prepare for your next adventure by equipping Reward cards and using Adventure cards from your hand. To prepare, you may take each of the following actions, in any order.

- Place or remove any number of Reward cards onto your Character Board (this is called Equipping and Unequipping).
- Play **one** Adventure card from your hand. Certain cards will state you must play them during a different phase, or in a specific location.
- Purchase **one** Adventure or Reward card for 25 GP, and add it to your hand.

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 Standee from its current location and move either one or two map points 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 points when you choose to travel. Most cards will indicate a travel bonus as +1 .
- Roll the Travel Die (only one roll per turn), then follow the actions below:
 -  **Safe Travels**, you may move one additional map point, OR gain 10 GP.
 -  **Adventure**, draw the top card of the Adventure deck.
 -  **Reward**, draw the top card of the Reward deck.
 -  **Encounter**, flip over the top card of the Encounter deck. You must enter into Battle with that creature (refer to the How to Battle on page 6).
- If you end your travel on a spot with a Location name, you must follow the corresponding instructions in the Location Guide. The one exception is if the location description has the **Explore** mechanic, in which case the directions should only be followed if you take the Explore action (see II-b) during your next turn.

All other location instructions take effect immediately on arriving at that location.
- Proceed to the 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.

- When you Explore a location, place your Explore token underneath your Standee. This will ensure you do not Explore there again on your next turn (place it back on your Character Board at the beginning of your next turn).
 - If you are at a Location **with** an Explore effect , you must now follow the location effects in the Location Guide. This is indicated by the question mark icon, and the word Explore.
 - **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 and skip the rest of the Adventure phase. 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 card 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.

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 GP for experience points, as per the conversion chart on the Player Aid card.
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. This can be done on any turn, it does not have to be when you get to 10 XP.
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 adventurer's 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** Creature Image.
- B** Creature name.
- C** Creature type.
- D** Experience points earned if creature is defeated.
- E** Combat Value
- F** Win and Loss conditions for this creature.
- G** Special Ability, must complete prior to combat rolls.
- H** Story text.

Combat Sequence

When you "Encounter" 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 your 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 (CV) for the battle. Some cards and abilities will adjust your Escape roll, usually indicated with a icon.

○ Determine your Combat Modifier by adding your base Combat Value on your Character and Class cards, adjusted by any (CV) modifiers 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 (CV). 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.

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.

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

 # 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 10  (XP) 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 R'Gon, Kraeger Beast, Kroenig, Cystos, Asmakai, Osira, Kzmatic, and the powerful red dragon, Monsigneur. 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 battle them by Exploring.

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 the creature takes the Quest Creature token, to show they have defeated a Quest Creature. The Quest Creature tile is removed from the game.

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 Quest creature must leave the location on their next turn, but they could return to explore on a future turn if they wish).



BATTLE EXAMPLE



In this scenario we have a Kain, using the Knight class card, in a Battle with an Orc Warrior. We will progress through each of the steps outlined in the Battle section:

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 (XP) right now he will suffer a -1 on his Combat Modifier this battle.

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). Kain chooses not to Escape.

Kain's total Combat Value is calculated by taking his base score on the Class Card (bottom right corner of the Class card), in this case 3 (CV), plus his XP bonus (right now that is +1), plus the 4 (CV) on the equipped Demonsbane Sword, for a total of 8 (CV). He would then get the -1 penalty from the Orc ability, bringing him to a final Combat Modifier of +7 (CV). The Orc has a +3 (CV).

The Combat Roll takes place, each of them rolls a and then adds their (CV). Kain rolls a 4 and the Orc Warrior rolls a 9. Kain would have 4 + 7 (CV) = 11, the Orc would have 9 + 3 (CV) = 12. This means that the Orc is victorious, unless the player takes an action in response to the rolls. If you look at Kain's Class card he has an ability called Combat Maneuvers, in which he may discard a card to gain +2 (CV) to one roll. Kain has a card in his hand, so he chooses to discard it to activate the ability. This changes Kain's combat result from an 11 up to a 13, thus winning him the battle (at the cost of discarding a card).

For claiming the victory Kain would gain 2 (XP) 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 placed in the Encounter discard pile after this has been resolved..

If this Encounter occurred while Traveling, the character would proceed to the location. If this was an Encounter due to an Encounter card flipped over during the Exploration phase, then he would proceed to the Recovery Phase.

*** 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

There are several types of cards in the Adventure deck, 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 in the Preparation or Recovery phases. Other Events have special time frames that must be adhered to. After an Event card has been played and resolved, it is placed in the Adventure deck discard pile, unless otherwise indicated on the card.

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.

 **Action Events** can be played at **any** time, regardless of what phase or whose turn it is. Action Events will have an exclamation icon on them to indicate they are Action Events. Action Events 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** become permanently attached to your Character Board as soon as they are drawn. It must be placed on a Skill slot. If all skill slots are full, discard the curse that was just drawn instead. Curse cards can only be removed if a game effect states that you can. If you are (or become) a Class card that "Cannot be Cursed" then any Curse cards currently attached to your character are immediately discarded and you cannot be affected by Curse cards.

 **Encounter Events** that are drawn during the first card draw of the Adventure phase force you to immediately Battle a creature. If 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** are special cards that can only be played in a specific circumstance, as mentioned on the card, and will earn XP when used. Completing 3 Quest Events is an alternative win condition for multi-player games. When completed, set to the side of your Character Board.

 **Skill Cards** are enhancements to your character that are permanent for the remainder of the game, helping in various ways. They are placed in a Skill slot. Once placed, these cards cannot be removed.

 **Treasures** are redeemed for various quantities of game currency, as indicated on the card. You may play any number of Treasure cards during your Preparation phase and Recovery phase.

 **Travel Events** affect your movement on the game map in various ways.



REWARD DECK

Reward Card Summary

You will earn many different Reward cards throughout your adventures. During the Preparation and Recovery phases, you may equip any item that shares your Class icon. You may also unequip items by returning them to your hand during these phases.

Reward cards can be sold in a City location for the GP value on the bottom right of the card. When the card is sold, it is placed in the Reward discard pile. As an optional rule, players can choose to buy, sell, and trade Reward cards with other players; if so, the players involved in the transaction must occupy the same map location.

Regular, non-magical, equipment has a red side banner; magical equipment has a blue side banner. Magical items are generally more powerful and provide special abilities and actions to help you in your adventures.

Weapons must be assigned to a Hand Slot on your Character Sheet; most of them increase your Combat Value. Some weapons have a two-hand icon. These items take up both of your Hand slots, which means that you cannot equip items in your second hand unless the items state otherwise.

Armor protects your character from attack, which corresponds to an increased Combat Value. Armor can be either Light or Heavy—some Classes incur penalties when wearing Heavy Armor, or cannot use it at all. Class cards will indicate when this is the case.

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

Miscellaneous Items include a variety of equipment types that provide different benefits. Refer to the card to see where they may be equipped. Some Miscellaneous Items increase your Combat Value, such as regular or magical boots, hats, rings, etc. Some Miscellaneous Items provide a Travel bonus, allowing you movement equal to the bonus (in addition to the base movement of 2).

Most items have a Scroll icon, your Character Board allows you to have up to 4 of these items equipped at any given time.

Treasures can be sold to the Bank of Novus for GP. You may sell as many treasures as you want each turn, or save them in your hand for other purposes.



CREATURES

Creature Summary

Hostile creatures inhabit every part of Novus. Each creature has its own statistics, abilities, victory and defeat conditions. There are several different creature types in Novus, but every one of them can be dangerous!

Animals deformed by the power of the maelstrom are enhanced in body and mind. They are volatile creatures that will attack without provocation.

Examples include Feral Wolves, Savage bears, and Giant Spiders.

Demons are one of the most dangerous types of creatures. They enter Novus through the power of Asmakai, the Mindcrushing Demon, who gates in new demons every day, sending many of them out into the world to destroy any who cross their paths.

Examples include Cackling Imps, Alluring Devils, and Shadow Demons.

Humanoids have many similarities to Humans: they are intelligent, adaptable, and bipedal.

Examples include Goblins, Orcs, Jakkals, and Oxen.

Magical creatures did not exist in Novus before the Maelstrom. These creatures are very rare, and very powerful. Their purpose is unknown and, when encountered, they strike without reason or remorse.

Examples include Natures Nemesis, the Stone Sentinel, and Roaming Eyeclops.

Monstrosities are creatures that have been twisted and fused 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, monstrosities are best avoided until characters have enough XP and Rewards to have a fair fight against them.

Undead creatures roam the lands, feeding on the living. Before the Maelstrom struck, the dead remained dead forever; now they return with increasing frequency. Adding to their numbers, the powerful necromancer Kzmatic has found a way to animate the ancient dead and force them to do his bidding.

Examples include Skeletal Knights, Zombie Hordes, and Ghouls.

Special Icons Some common abilities of creatures are denoted on cards as special icons:



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

Guide Information

- A** Art for the Location.
- B** Type of Location.
- C** Location specific information for arriving at, traveling through, or exploring this location.
- D** Name of location.
- E** Map insert showing this Location in the wider world.

A

B

C Explore / Encounter:
Flip over cards from the Encounter deck until you reveal an Undead creature. You must battle that creature, it gains +2. Shuffle other revealed cards back into the deck.

D

Abandoned Wastelands

E

A

B

C Travel:
Encounters cannot be played on Arc Island. If you draw an Encounter card while on, or travelling through, Arc Island, instead draw another card from the Adventure deck, then place the Encounter Event on top of the deck.

D

Arc Island

E

A

B

C City:
The first time you visit this location, if you are a Wizard class, you gain +2 and draw one Reward card.

D

Assa, City of Knowledge

E

A

B

C Explore:
Remove all Curse cards from all characters. Gain 1 for each Curse removed this way.

D

Aura's Altar

E

Travelling

Players may move 1 or 2 map points per turn. If you have an item or ability that grants a travel bonus, you may move that many MORE locations, in addition to the base 2 you are permitted.

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

If you have Explored a location, you must move away from that location on the following turn. +1 = Travel +1



Map Icon Legend

- Waypoints:** which are map markers that have no location
- City:** In a City you may sell Reward cards for the value on the cards.
- Class:** Indicates the class that benefits at that location, and is also a City.
- Travel:** Indicates the location has an impact when travelling to or past it.
- Special:** Unique areas of the world with special benefits.
- Encounters:** Dangerous areas in Novus that always have a creature to battle.
- Quests:** These locations are where the most powerful creatures of Novus are.
- Expansions:** These locations will be used in expansions to the base game.

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 Event within a specific amount of turns. Take too long to complete your tasks and the creatures will devastate Novus beyond recovery. You have a maximum of 25 turns to complete the game. If you succeed, you are given a rank—strive to become a Legend of Novus with every class!

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

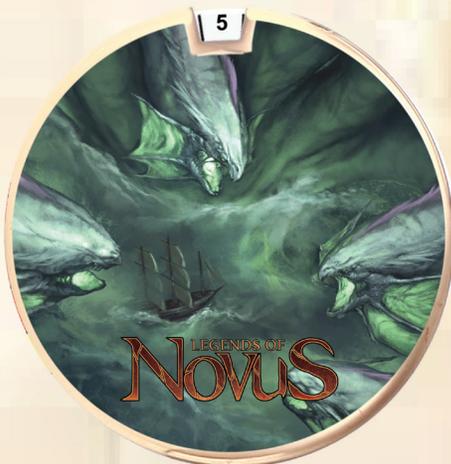
GAME SETUP

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

Remove the following cards from the Adventure deck:

- Stolen Stories
- Pilfer
- Backalley Deal
- Stolen Reward
- Experience of War

Manually track how many turns you have taken. As the first action of every turn, increase the turn tracker by 1.



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 and defeat 2 Quest Creatures **OR** complete 2 Quest Adventure cards and defeat 1 Quest Creature win 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. 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 how this is distributed).

GAME ICONS



Class



Druid



Fighter



Priest



Thief



Wizard



Body



Feet



Head



Hand



Item



2 Hands



Encounter



Reward



Adventure



City



Curse



Action



Gain GP



Explore



Travel



Ally



Skill



Flying



Experience



Combat



Treasure



Expand



Special



Quest



COMMON QUESTIONS



These are some of the most common questions new players have during gameplay:

Where should I travel to at the beginning fo the game?

Most players will not be familiar with the game or the map when trying it for the first time. We recommend Exploring on your first turn, then begin travelling towards your Class Icon location on the game map.

I have Reward cards that my character cannot equip, am I stuck with these?

The game is designed to have many uses for cards in hand. This includes character abilities and item abilities to discard cards for effects. Also, keep in mind that when you have 10XP you can become an Advance Class, this may be a way to develop into a Class card that can use the equipment.

Do I have to fight a Quest Creature if I go to their location?

No, but you cannot Explore that location if the Quest Creature is still alive. The only exception to this is Kzmatic, as the location card specifies players can attempt to steal magical items from his keep.

Can I Explore or fight a Quest Creature the same turn I land there?

No, the Adventure phase states that you can Travel **or** Explore, not both. In order to battle a Quest Creature you must Explore that location.

Do I have to use Combat Modifier cards or abilities before I roll?

No, you are encouraged to roll for combat first before deciding what to play. This helps you prevent wasting cards or abilities, and represents your involvement in the battle. Once the dice have been rolled, and you can see that you might lose, that is the time to play your cards or abilities!

Once cards are on my Character Board, can I return them to my hand?

Any Equipment cards that you play on your Character Board may be returned to your hand but only during your Preparation or Recovery phases. You may not return Skill or Curse cards to your hand, or other cards such as Enchant Weapon.

If I know I will win a roll because of my modifiers, do I still have to roll?

Yes, you must always make the roll. If you ever roll a 1, that is a Tragic Fail, and results in you failing that roll regardless of how much your modifiers would increase the value.

What should I spend my treasure on? Cards or XP?

The choice on what to spend treasure on can vary greatly depending on your Class card, your current status, the equipment you have on, if you need XP, and many more reasons. There are benefits to both options, which you will have to learn and decide upon over the course of your games. Our recommendation to new players is to use GP to purchase cards in the early half of the game, and XP in the later half of the game. For Solo play, purchasing Adventure cards is an important way to find the required Quest Event card required to win.

GAME GLOSSARY

Action Event	An event card that can be played at any time, on any players turn.
Action Die	A ten sided die used for many different functions.
Advance Class	A more powerful class type, which players may change into.
Adventure	Adventure is a phase of the turn, and the name of one of the decks of cards.
Ally	A companion card that provides a combat bonus for your character.
Armor	A type of equipment that provides a combat bonus.
Battle	The act of fighting a creature, consisting of one or three rounds.
Character	A visual representation of who you are.
Character Board	An 17"x11" folding, dual layer board to use for card and token placement.
City	A type location type that allows players to Sell items in their Recovery phase.
Combat	The term used to identify creatures and characters fighting ability.
Class	The profession of a character, impacting equipment & advance class options.
Creature	The common threats affecting the world of Novus.
Curse	A permanent affliction to your character, placed in a Skill slot.
Defeat	The term used when you lose a Battle. There is no player death in the game.
Equipment	Any Reward card that is equipped onto your Character Board.
Escape	An option players have to avoid a battle.
Experience	The points your earn that represent your skill and development in the world.
Explore	A phase of your turn, and an optional player action on any location.
Flying	An ability that impacts the Escape and Travel mechanics.
Gold Pieces (GP)	Acquired by players, used for purchasing cards or experience points.
Hand	Cards are kept in a players "hand" until they are played.
Heavy	A term used on some equipment cards, which impacts some classes.
Item	A type of equipment, a Character Board has four Item slots.
Location	A position on the Game Map, information is in the Location Guide.
Location Guide	A 12 page guidebook that describes each locations type and effects.
Luck Token	A one time use token, allows a player to avoid a Tragic Fail.
Magical	A reference to magical items reward type, or a creature type.
Map Board	The game board used for your standee to travel across.
Modifier	An adjustment, positive or negative, to combat, escape, or travel mechanics.
Preparation	A phase of your turn, before the Explore phase.
Quest Event	A special Adventure card requiring a specific task to be completed.
Quest Creature	A powerful creature that threatens the world.
Reward	A type of card, generally Equipment or Treasure cards.
Sell	An option during your Recovery phase, if you are in a City location.
Single-Use	A type of equipment that may only be used once, then is discarded.
Skill	An ability that can be permanently placed on your Character Board.
Standee	An image and representation of your character, used to travel the map.
Tragic Fail	A result of 1 on an Action Die roll, resulting in automatic failure.
Travel	The term representing moving your Standee on the Map Board.
Treasure	A type of card in the Adventure & Reward decks that earn a player gold.
Turn	A term describing player sequence of play.
Victory	The term used when you win a battle, usually resulting in some benefits.
Weapon	A type of Reward card to improve your characters abilities.



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STEP by STEP COMBAT



1

Verify your Combat Modifier (Base class bonus, XP bonus, Equipment bonus, Creature Type bonus from some classes and equipment).

2

If the creature has a special ability, this is resolved now. An action die icon means a d10 must be rolled to resolve the ability.

3

Decide if you want to Escape the battle. If you do, roll an Action Die, you must roll a 6 or higher to Escape. Some classes and equipment will modify your result.

4

Roll an action die for yourself, and one for your enemy. If playing multiplayer, have another player roll for the creature.

5

Add your combat modifier to your roll. Add the creatures combat modifier to their roll. The higher roll wins the Combat round, Players always win ties.

6

In a normal encounter there is only a single round of combat. In a Quest Creature battle it is a best of three rounds of combat. The first to win two rounds of combat wins the battle.

7

Once a battle has been won or lost, you must gain or lose the XP, cards, and treasure noted on the creature card.



LEGENDS OF
NOVUS

