



VESUVIUS  
MEDIA



# Nocturion

By George Skourtis



## Introduction:

The Evergreen Empire stands in ruins.

Forced to the very brink of annihilation by the invasion of the deadly Elementals, Emperor Alexius IV and his people must now secure what remains of the shattered realm and rebuild that which was lost.

Unable to complete this monumental task alone, the young emperor turns to the Noble Houses of Evergreen. Only these ancient bloodlines can muster the power and resources to forge the empire anew,

but not even the death of an empire seems capable of preventing centuries of blood feuds, personal rivalries and political machinations from coming between them.

Emperor Alexius, in the hopes of turning the scheming of the Noble Houses to the Evergreen Empire's advantage, summons the heads of the great houses to the capital with a solemn promise: whichever of them can restore the greatest wealth and prestige shall become his Chief Advisor and Steward of the Capital.

## Goal:

In Nocturion players take the role of a head of one of the Evergreen Empire's Noble Houses as they attempt to complete quests in the name of Emperor Alexius IV.

The player with the most Prestige at the end of the game has proved their loyalty to the Evergreen Empire and is declared the Steward of the Capital and wins the game.

# Components



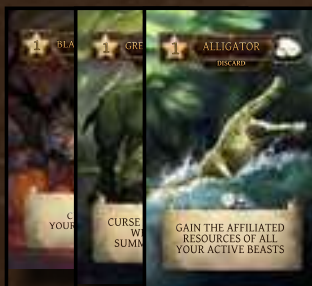
12 x Location Tiles



30 x Quest Cards



12 x Heirloom Cards



34 x Beast Cards



27 x Curse Cards



4 x Player Boards



1 x Rulebook



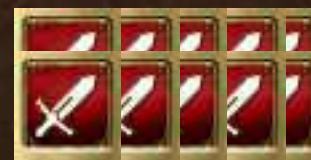
1x Game Board



10 x Arcane Archers Tokens



10 x Gold Tokens



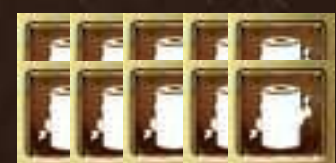
10 x Knights Tokens



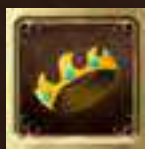
10 x Iron Tokens



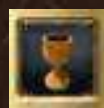
10 x Wizards Tokens



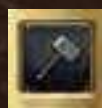
10 x Wood Tokens



Crown of Authority Token



Sacred Chalice Token



Guildmaster Token



Wooden Year Marker



8 x Dice



50 x Prestige Tokens



20 x Exhausted Tokens



Season Tracker

## Game Setup

To setup the game follow the instructions below:

01| Place the Game Board in the middle of the table. The board depicts the four **Districts** of the Capital of the Evergreen Empire. Each District is associated with two dice results and has 3 sites into which Location Tiles are placed. For example, the left District (in the image on the right) is associated with results 4 and 2. The center of the Capital is occupied by the emperor's palace, from where he keeps track of the passage of the seasons and the years, represented here by the Calendar.

02| Place the Year Tracker at the center of the **Calendar** on the first Year (the one with the number "1" in it).

03| Shuffle the twelve Location Tiles and place one tile face up on each site shown on the Game Board (three tiles per District).

04| Each Location produces the associated Resource shown on it. Place one such Resource on each Location Tile.

05| Place the Guildmaster Token on the Lumber Mill Location Tile.

06| Place the Sacred Chalice Token on the Monastery Location Tile.

07| Place the Resource and Prestige Tokens, in separate piles next to the Game Board within easy reach of all the players. These tokens form the Supply, whenever a token or a card is discarded, it is returned to the Supply. Whenever you gain a token (Resource, Prestige, etc.), unless otherwise stated, you take it from the Supply.

08| Place the Season Tracker and the Dice next to the Game Board, in the Supply, within easy reach of all the players.

09| Separate the Quest Cards into three separate decks based on their level. Shuffle each deck and place them face down around the Game Board, as shown in the diagram to the right.

10| Draw the top three Quest Cards from each deck and place them in a face up row to the left of their corresponding Quest Deck.

11| Shuffle the Curse Cards and place them in a face down deck on the Game Board, as shown in the diagram to the right.

12| Shuffle the Beast Cards and place them in a face down deck on the Game Board, as shown in the diagram to the right.

13| Randomly determine the First Player and give them the Crown of Authority Token. This token signifies who is the First Player for this round.

14| Starting with the First Player and proceeding clockwise, each player chooses the Player Board of a Noble House.

15| Each player takes the Heirloom Cards that match their chosen House's Crest and 5 Exhausted Tokens. These cards and tokens are placed beside a player's Player Board to form their Treasury. Whenever a player gains Resources, they are placed into their Treasury; unless otherwise stated, whenever a player must discard Resources they are discarded from their Treasury.

16| Finally, each player draws 3 Beast Cards from the deck to form their hand.

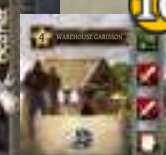
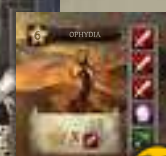
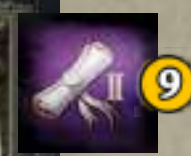
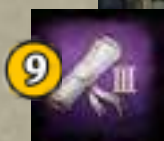
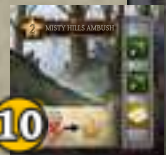
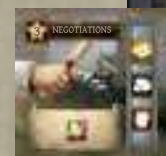
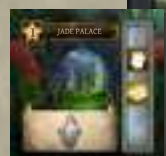
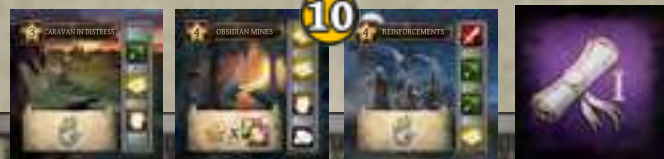
Associated Dice Results



Location Tile Site

■ Districts

■ Calendar



## Gameplay Overview

Nocturion is played over a series of rounds, each of which is divided into 3 different phases. Throughout the various phases of the game, players will perform a variety of actions to gather resources, activate abilities, summon beasts and complete quests.

As the game progresses, the Season Tracker moves around the Calendar. Once the Season Tracker has made a full circuit of the Calendar, a year has passed and the Year Tracker is moved to the next Year.

The game takes place over a differing number of years depending on the number of players (for example, a 3 player game continues until the end of the 6th year).

At the end of the last year, the game ends and the player with the most Prestige is declared the winner.

## Acquisition Phase

During the Acquisition Phase the players will acquire dice from a common pool to use for the rest of this current round.

The First Player creates a pool of dice by taking one dice per player from the Supply. For example in a 3 player game, they would create a pool of 3 dice.

If a special ability (such as a House or Quest ability) allows a player to roll additional dice during a round, then the First Player adds the corresponding number of extra dice from the Supply to the pool. If there are not enough dice in the Supply, you add as many as you can.

Once the correct number of dice have been added to the pool, the First Player rolls all dice in the pool and leaves them untouched and visible to all the players.

Starting with the First Player and proceeding clockwise, each player chooses one dice from the rolled pool and places it in their Treasury (making sure not to change the rolled result on the dice).

After all players have chosen their first dice, in clockwise order, any players that have an active ability allowing them to do so, must take another dice. If a player needs to take a dice and there are none left, or they already have 2 dice in their Treasury (e.g. saved one during previous round and have already picked one up) and should pick a third, they take a resource of their choice from the Supply instead.

## Action Phase

During the Action Phase, Players may perform the following Actions: Reserve a Dice, Equip Heirlooms, Activate a Location, Activate Abilities or Go on a Quest.

Players can perform these actions in any order they want and as many times as they can; however, they may never end the Action Phase with any dice in their Treasury. If (and only if) there is no available Location to activate, and you already have a dice reserved, you may discard a dice to get any one Resource from the Supply and move the Season Tracker to the next relevant Resource Spot on the Calendar.

Starting with the First Player and continuing clockwise each player takes a turn to complete ALL their actions. After a player finishes ALL their actions, the next player, clockwise, takes a turn.

### Reserving a dice

Players may decide not to use a dice to activate a location. Instead they may reserve a dice for use during the next round.

To reserve a dice, players take a dice from their Treasury and place it on their Player Board on top of their House's Crest (making sure not to change the rolled result on the dice).

Players may only have ONE dice reserved at any one time. If, at any point, a player could reserve any additional dice, they must instead take a Resource of their choice from the Supply.

**Example:** Mike, Ann, Mark and Constantinos are starting a new round. During the previous round Ann and Constantinos both recovered all 3 Heirlooms, granting them the ability to take one additional dice from the dice pool. Therefore, the dice pool has six dice (one per player, plus two more due to Ann and Constantinos' abilities).

Mike is the First Player, so he rolls the dice pool and generates the following results: 1, 1, 2, 4, 5 and 5.

In turn order Mike takes the dice with the 4 result, Ann takes a 1, Mark a 5 and Constantinos the 2. Ann and Constantinos must take an additional dice, and so Ann chooses the remaining 5 and Costantinos takes the remaining 1.

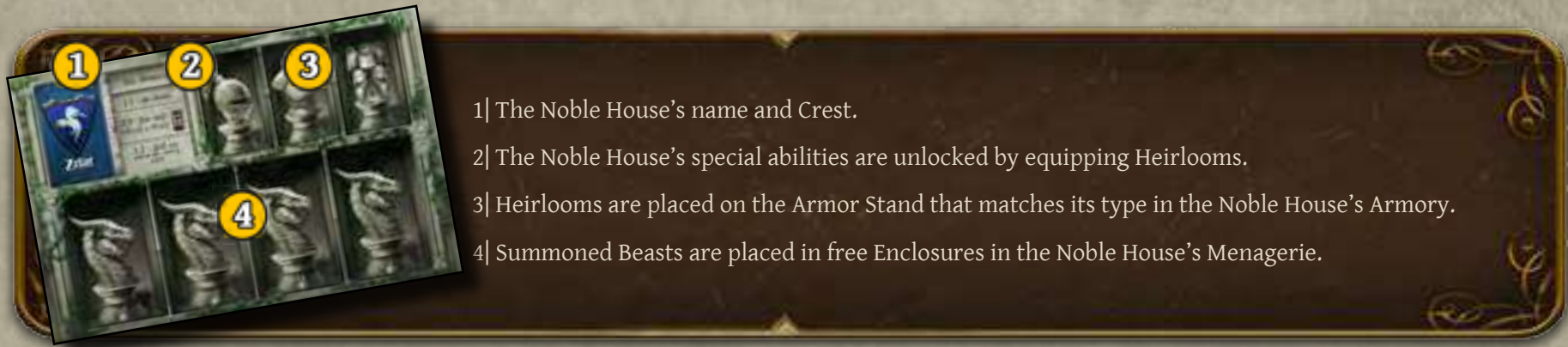
The players are now ready to begin the Action Phase.



## Noble House Abilities & Heirlooms

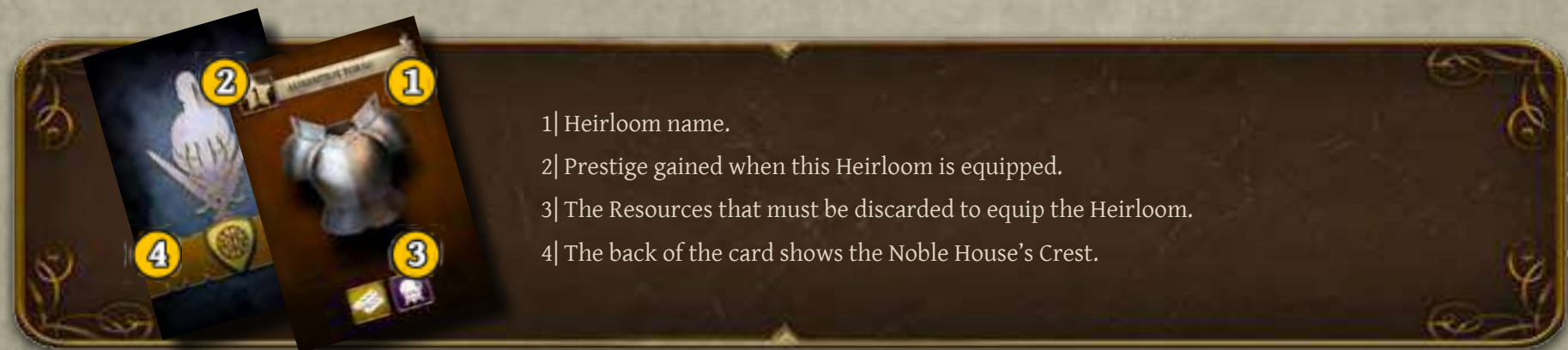
In Nocturion, each player becomes the leader of one of the Noble Houses of Evergreen. Each Noble House has its own unique Crest, set of Heirlooms and special abilities.

Every Player Board represents a House of the Evergreen Empire and features the following information:



- 1| The Noble House's name and Crest.
- 2| The Noble House's special abilities are unlocked by equipping Heirlooms.
- 3| Heirlooms are placed on the Armor Stand that matches its type in the Noble House's Armory.
- 4| Summoned Beasts are placed in free Enclosures in the Noble House's Menagerie.

To unlock a Noble House's various special abilities, players must first construct and equip their House's Heirlooms. At the beginning of the game each player receives a set of three Heirloom cards: a Helm, a Torso, and a pair of Leg Greaves.




- 1| Heirloom name.
- 2| Prestige gained when this Heirloom is equipped.
- 3| The Resources that must be discarded to equip the Heirloom.
- 4| The back of the card shows the Noble House's Crest.

Players may equip an Heirloom at any time during their turn by discarding the required Resources and placing it on the corresponding Armor Stand in their Armory.

When an Heirloom is equipped, a player earns Prestige equal to that shown on its card.

Heirlooms make you worthy in the eyes of the emperor, but they also grant players access to quests. To be able to complete a Quest, a player must have at least that many Heirlooms in their Armory. For example, to complete a Level II quest, a player must have at least two Heirlooms equipped.

In addition to increasing its status, Heirlooms also serve to unlock a Noble House's special abilities. The number of Heirlooms a player has equipped determines their house's special abilities.

If a special ability is marked with the Exhaust icon , then an Exhausted Token must be placed on that ability's section of a player's Player Board. A player cannot place more than one Exhausted Token on their Player Board in this manner.

## Activating a Location

The Game Board consists of four **Districts**, each of which is associated with two dice results and features three Location Tile **Sites**.




- 1| Location Tile's name.
- 2| The type of Resource produced by this Location Tile.
- 3| Whenever it is activated, a player may choose to use the Location Tile's ability (regardless of whether or not they collected any Resources it has produced). See below for more information of the various Location Tile abilities.
- 4| A player must place a dice from their Treasury on an inactive Location Tile to activate it.

A Location Tile that does not already have a dice on it is considered **inactive**. To **activate** an inactive Location Tile, a player selects a dice from their Treasury featuring a result that corresponds to one of those indicated by the District in which the tile is situated and places it on the relevant position on their chosen tile. As soon as a dice is placed on a Location Tile, it is considered to have been activated.

When a Location Tile is activated, the activating player performs the following steps, in order:

**Step 1:** If this is the first round, then place the Season Tracker on the Resource shown in the Winter portion of the Calendar that corresponds to that shown on the activated Location Tile. In future rounds, move the Season Tracker clockwise to the next available Resource on the Calendar that corresponds to the activated Location Tile's Resource. The Season tracker **always** moves, whenever any player activates any location, even if the location has no resource on it. If you activate two locations in your turn, you will have to move the tracker twice.

**Step 2:** Add one Resource from the Supply to each empty Location Tile situated in the District currently being pointed to by the  arm of the Season Tracker.

**Step 3:** Gather the Resource from the activated Location Tile (if any is available). If the **x2** arm of the Season Tracker is currently pointing to the District of the activated Location Tile, get an additional Resource of the same type from the Supply. You get this extra Resource, even if the location has no Resource on it.

**Step 4 (Optional):** Resolve the Location Tile's ability.



Exchange any one Resource in your Treasury with one from the Supply.



Take a dice from the Supply, roll it and reserve it. If you already have a dice reserved, take one Resource of your choice from the Supply.



Summon a Beast from your hand or Search for a Beast within the Beast Deck.



Draw a Curse card. Read the card and curse another player by placing it in front of their Player Board.



Refresh or Exhaust any summoned Beast in play.







Place the Guildmaster Token in your Treasury. A Noble House with the Guildmaster Token in its Treasury claims the Crown of Authority Token during the Refresh Phase and the Guildmaster Token is returned to the Lumber Mill Location Tile.



Remove a Curse. If you have no Curses, place the Sacred Chalice Token in your Treasury. While in possession of the Sacred Chalice, a Noble House cannot receive any Curse Cards; however, the Sacred Chalice must be returned to the Monastery Location Tile at the end of the current round.



The Calendar at the center of the Game Board depicts six Resources on each of its four sides. Each side of the Calendar represents a single Season. The passing of the Seasons sees the Season Tracker, starting in the top left corner of the Calendar with the first Resource of Winter , move clockwise through the six Resources of Spring , followed by the Summer  and finally, Autumn .

Once the Season Tracker has made a full circuit around the Calendar, it moved to the first Resource of Winter again and the active player moves the Year Tracker on to the next year.

As the Season Tracker moves around the Calendar, its **x2** arm must always remain outside of the Calendar.

## Beasts

All Beasts have the ability to aid their noble masters, whether by manipulating the results of dice in their Treasury or granting them extraordinary powers.



- 1| The Beast's name.
- 2| The Prestige earned by summoning this Beast.
- 3| The Affiliated Resource with this Beast. This also indicates the Resource that must be discarded in order to summon this Beast.
- 4| All Beasts are capable of manipulating their master's dice results. A dice's result can never be increased above 6, or decreased below 1.
- 5| Some Beasts require a player to place an Exhausted Token on their Beast Card to use their ability, while others may require that its card be discarded.
- 6| The back of the card shows the Beast Card icon.

To summon a Beast from your hand, a player must first activate a Location Tile with the Portal symbol and then discard the Beast's Affiliated Resource from their Treasury.

If a Location Tile's Resource matches the Affiliated Resource of the Beast, then it can be summoned into a Noble House's Menagerie without discarding its Affiliated Resource to the Supply.

A player immediately places a summoned Beast into a free Enclosure in the Menagerie of their Player Board and gains Prestige equal to that shown of the summoned creature's Beast Card.

A Noble House's Menagerie has a maximum of four Enclosures. Players summoning new Beasts into a fully-stocked Menagerie, must discard an active Beast from their Menagerie to make an Enclosure available for the newly summoned creature.

A summoned Beast with an Exhausted Token on it is considered **exhausted**, while a beast without a token is considered to be **active**.

**CAUTION:** When discarding beasts, for any reason (ability, curse, etc), unless otherwise stated, you discard only **active** Beasts from your Menagerie.

New Beasts cannot be summoned into a Menagerie with four exhausted Beasts in it. Also, if for any reason the maximum size of your Menagerie is reduced and you have more Beasts than you should, you must immediately discard one Beast of your choice (if there is no active Beast to choose from, **only then**, you must discard an exhausted one).



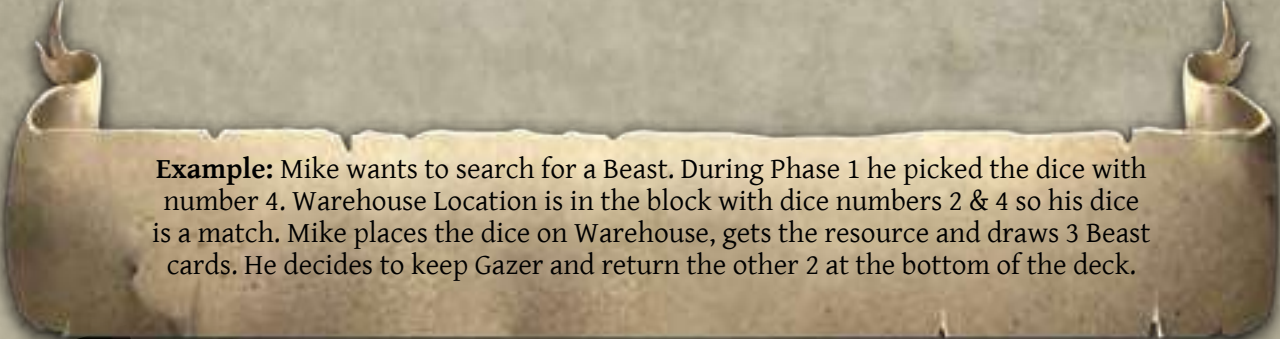
Portal symbol

**Example:** Ann wants to summon a Hatchling Dragon that has Wood as its Affiliated Resource. Continuing our example from pg. 6, Ann kept two dice with 1 and 5 result. Using her 1 result, she activates the Farm Location Tile, claims its Wood Resource and, because the Resource produced by this Location is the same as the Affiliated Resource of the Hatchling Dragon in her hand, she summons it without having to discard a Wood Resource from her Treasury. Since the Hatchling Dragon is the first Beast in her Menagerie, she places it in the leftmost Enclosure and gains 1 Prestige.



Alternatively, rather than summoning a Beast, a player may choose to search for new or more powerful Beasts within the Beast Deck. When activating a Location Tile with a Portal symbol, a player may look at the top three cards of the Beast Deck and choose one to add to their hand before returning the other two at the bottom of the deck.

If, at any time, the Beast Deck is exhausted, the Beast Card discard pile is shuffled and a new deck is created.



**Example:** Mike wants to search for a Beast. During Phase 1 he picked the dice with number 4. Warehouse Location is in the block with dice numbers 2 & 4 so his dice is a match. Mike places the dice on Warehouse, gets the resource and draws 3 Beast cards. He decides to keep Gazer and return the other 2 at the bottom of the deck.



## Beasts Abilities

To use one of an active Beast's abilities, a player must first place an **Exhausted Token** on its Beast Card. Once exhausted, a Beast immediately allows the player to either use its dice manipulation ability, or activate its special ability.



Each Beast Card features an arrow that indicates how the creature affects a dice's result. An upward arrow ▲ indicates that this Beast can increase a dice result by +1, while a downward arrow ▼ indicates that it can decrease a dice result by -1. A dice's result can never be increased above 6, or decrease below 1. A player may use more than one Beast to affect a single dice in their Treasury.

A Beast's special abilities are detailed on its Beast Card and indicate whether its effect is resolved immediately as a reaction to another player's actions, when gathering Resources, or when the Beast Card is summoned into or discarded from the player's Menagerie.

**Reaction:** These effects are triggered when the indicated Location Tile is activated or action is taken, even during another player's turn!

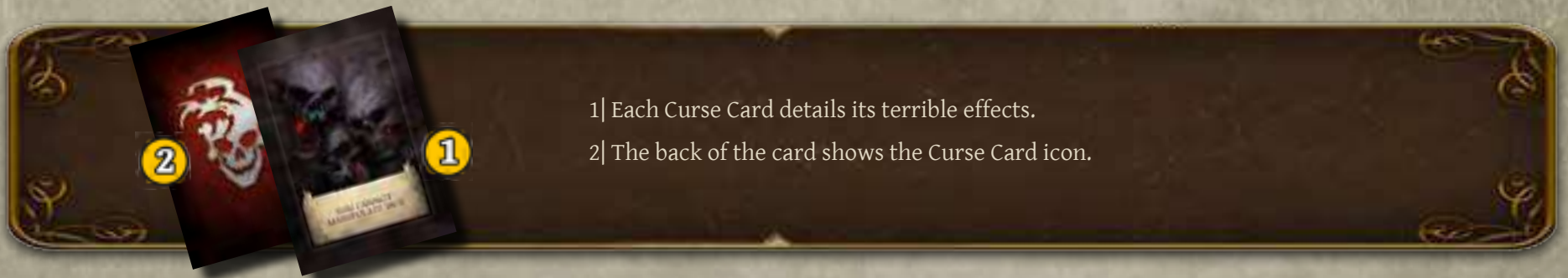
**Gather:** These effects are triggered when a specific Resource is gathered, by either you or another player.

**Summon:** You may choose to trigger these effects immediately when summoning a Beast into your Menagerie.

**Discard:** These effects can be triggered at any time, even during another player's turn; however, this Beast must be discarded from your Menagerie. Some Beasts (e.g. Gazer, Mountain Griffin) apply an effect affecting all players for the rest of the round; place these Beasts in the Supply to remind you that their effect is in play. Discard them during the Refresh Phase.

## Curses

Dreadful hexes imbued with negative energy, Curses are placed on a player by opposing Noble Houses that activate the Graveyard Location Tile or use the necromantic abilities of Beasts such as the Green Hunter.



When called upon to do so, a player draws the top Curse Card from the Curse Deck and reads it aloud before giving it to an opponent of their choice, who must then place the Curse Card face up in their Treasury.

**A player may never have more than three Curse Cards in their Treasury at any one time.** If a player receives a fourth Curse Card, they may select one of their existing Curses to discard from their Treasury before replacing it with the newly received card.

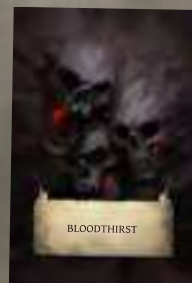
A player can remove a Curse by activating the Monastery Location Tile or using a special ability to do so.

If, at any time, the Curse Deck is exhausted, the Curse Card discard pile is shuffled and a new deck is created.

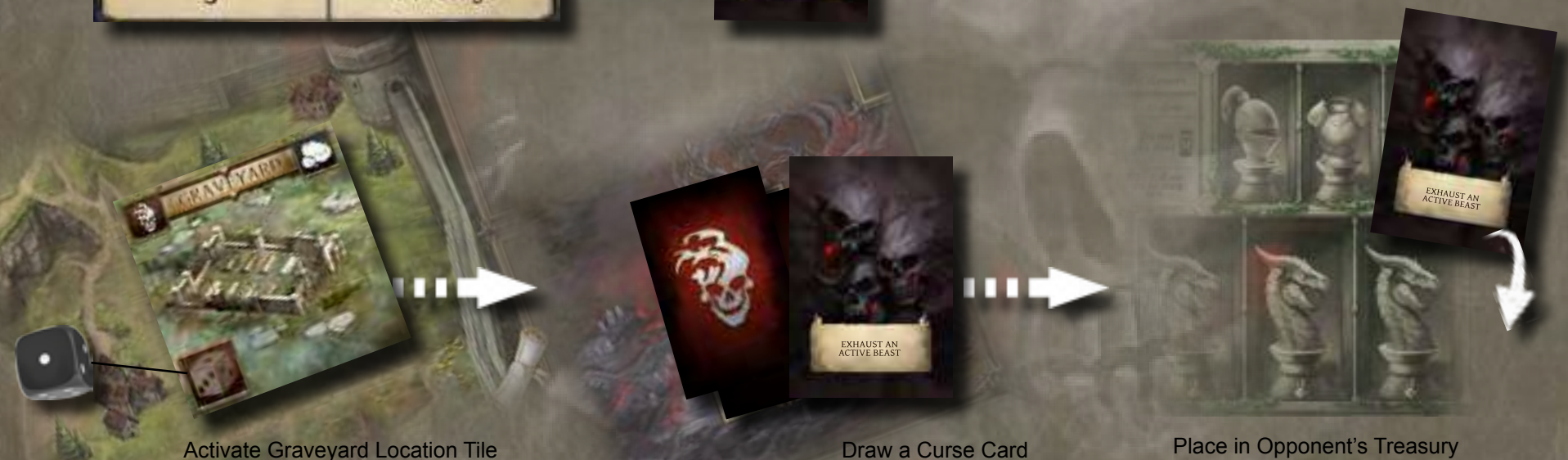
## Bloodthirst Curse Cards

This especially noxious Curse grows more potent over the course of time, and sees a Noble House lose Prestige based on the number of Bloodthirst Curse Cards a player has in their Treasury at the end of the game!

Bloodthirst Cards	Prestige Penalty
1	-1 Prestige
2	-4 Prestige
3	-7 Prestige



Bloodthirst Curse Card



## Go on a Quest

Quests grant much prestige and great rewards to those of the Noble Houses worthy enough to complete them.



- 1| The Quest's name.
- 2| The Resources required to complete the Quest.
- 3| Once completed, a Quest grants an immediate ability as a reward.
- 4| The Prestige earned by completing this Quest.

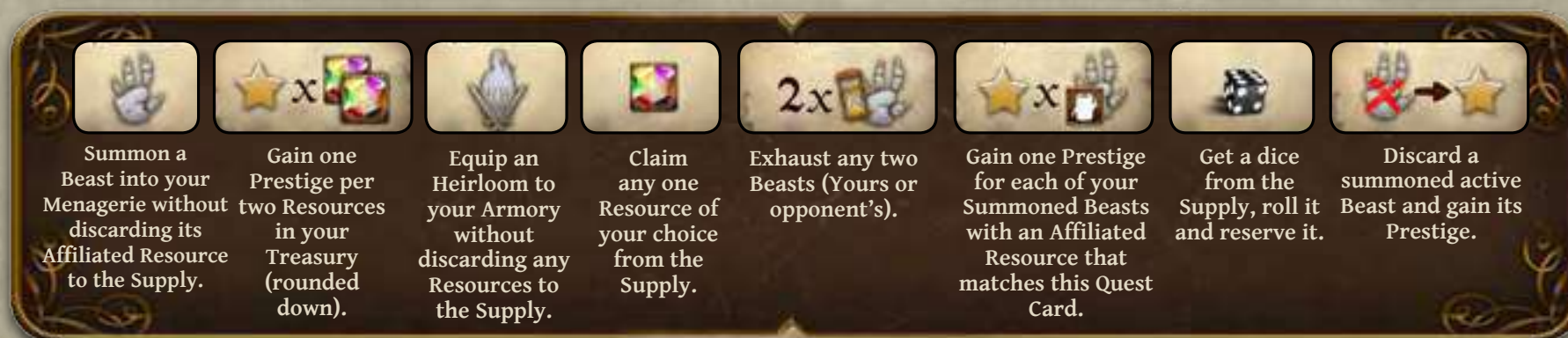
To go on a Quest, a player must have the required number of Heirlooms equipped to attempt it. Level I Quests require a player to have at least one Heirloom equipped in their Armory, Level II Quests require at least two Heirlooms, while Level III Quests require a Noble House to have reforged all three of its Heirlooms. In addition to the required number of Heirlooms, a player must also have all a Quest's required Resources currently in their Treasury.

To complete a Quest, a player must perform the following steps, in order:

**Step 1:** Discard the Resources required by the Quest Card from their Treasury to the Supply.

**Step 2:** Gain the Prestige indicated on the Quest Card.

**Step 3 (Optional):** Resolve the Quest Card's reward ability



Once a Quest Card has been completed, it is discarded and a new Quest Card of the same Level is revealed from the top of the appropriate Quest Deck. If a Quest Deck is ever exhausted, then no new Quests are revealed. Discarded Quest Cards are NEVER re-shuffled to create a new deck.

A player may complete as many Quests as they choose in a single turn, so long as they have the required number of Heirlooms equipped and the Resources required to complete it.



## Refresh Phase

During the Refresh Phase, players must:

- Return all dice from Location Tiles to the Supply.
- Discard Resources from their Treasury down to a maximum of six.
- In player order, draw or discard Beast Cards from their hand to a maximum of three. If the Beast Deck has been exhausted, shuffle the discard pile and create a new Beasts Deck.
- Return the Sacred Chalice Token to the Monastery Location Tile.
- The player with the Guildmaster Token in their Treasury takes the Crown of Authority Token. If no one has the Guildmaster Token, the Crown of Authority Token passes clockwise to the next player. Whoever has the Crown of Authority is the First Player for the round..
- The Guildmaster Token is returned to the Lumber Mill Location Tile.
- Remove all Exhausted Tokens from Beast Cards and Noble House abilities.
- Players with reserved dice move them to their Treasury.
- If the Year Tracker has reached the Last Year, then proceed to the Game End. Otherwise, the current round ends and a new one begins with the Acquisition Phase.
- Discard any Beasts placed in the Supply.

## Game End

The game ends when the Season Tracker completes its final circuit of the Last Year (NOT as soon as the Year Tracker moves in the Last Year position). The Action and Refresh Phases for the final round of the Last Year must be completed to ensure all players perform all their actions.



At the end of the game the player with the most Prestige wins the game. In case of a tie, the players whose summoned Beasts are worth the most Prestige wins the game. If there is still a tie the player with fewest Resources in their Treasury wins the game.

## Final Prestige

In order to calculate a player's Final Prestige, discard a number of Prestige based on the number of Bloodthirst Curse Cards they have in their Treasury, and then add up all their remaining Prestige Tokens

**Example:** : Ann is calculating her Final Prestige. During the game, she earned 35 Prestige by completing Quests, summoning Beasts and collecting Heirlooms. However, she also has two Bloodthirst Curse Cards in her Treasury, so she must subtract 4 Prestige.

So Ann's Final Prestige is calculated as follows:  $35 - 4 = 31$



Scoring Example



## Credits

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### SPECIAL THANKS TO

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### Help & Support

If you have any issues with your game's components, contact our Support Team at the following email address:

**[support@vesuviusmedia.com](mailto:support@vesuviusmedia.com)**

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

## Quick Reference Guide

### Round Sequence

**Acquisition:** Create Dice Pool.

**Action:** Each Player takes a turn executing all their actions.

**Refresh:** Clean up.

### Activating Location Sequence

**Step 1:** Move Season Tracker

**Step 2:** Replenish Resources

**Step 3:** Gather Resource

**Step 4(Optional):** Resolve Location's Ability

### Player Actions

Reserve a Dice

Activate Location

Equip Heirlooms

Use House Abilities

Use Beasts Abilities

Go on Quest

## Location Ability Reference



Exchange any one Resource in your Treasury with one from the Supply.



Take a dice from the Supply, roll it and reserve it. If you already have a dice reserved, take one Resource of your choice from the Supply.



Summon a Beast from your hand or Search for a Beast within the Beast Deck.



Draw a Curse card. Read the card and curse another player by placing it in front of their Player Board.



Refresh or Exhaust any summoned Beast in play.



Place the Guildmaster Token in your Treasury. A Noble House with the Guildmaster Token in its Treasury claims the Crown of Authority Token during the Refresh Phase and the Guildmaster Token is returned to the Lumber Mill Location Tile.



Remove a Curse. If you have no Curses, place the Sacred Chalice Token in your Treasury. While in possession of the Sacred Chalice, a Noble House cannot receive any Curse Cards; however, the Sacred Chalice must be returned to the Monastery Location Tile at the end of the current round.

## Quest Abilities Reference



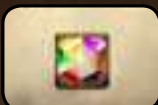
Summon a Beast into your Menagerie without discarding its Affiliated Resource to the Supply.



Gain one Prestige per two Resources in your Treasury (rounded down).



Equip an Heirloom to your Armory without discarding any Resources to the Supply.



Claim any one Resource of your choice from the Supply.



Exhaust any two Beasts (Yours or opponent's).



Gain one Prestige for each of your Summoned Beasts with an Affiliated Resource that matches this Quest Card.



Get a dice from the Supply, roll it and reserve it.



Discard a summoned active Beast and gain its Prestige.