

NORSAGA™

ODDS AND ENDINGS™

All stories must end. Take the stage one last time as gods battle giants, immortal heroes join your cause, and worlds literally collide.

Make this tale one for the ages.

The Game

Norsaga: Odds and Endings is an expansion for the card game *Norsaga* which adds unique new card types to the mix: unexplored realms, cursed heirlooms, and immortal characters!

The Components

- 12 immortals
- 12 heirlooms
- 8 realms
- 6 basic cards
- 4 summary cards
- 4 2E embellishment cards
- 1 rule sheet



New Cards in Detail

Immortals: Larger-than-life characters from the fringes of your story.

- *Setup changes when playing with immortals:* Deal 1 immortal to each player, unlock track side up.
- After sagas and inheritance markers have been dealt, each player chooses 1 unused inheritance marker and places it on their immortal's crystal icon, below its unlock track.
- At any time (except in the middle of an embellishment), you may advance your marker up the track 1 space if your tree contains a hero matching the next color on the track.
- When your marker reaches the top space of the track, the immortal is unlocked. Remove 1 of your saga's inheritance markers from the game and replace it with the marker from your immortal. Then flip the immortal to its back side (it will be either a guardian or a watcher).



Guardians: Immortals who have pledged to defend your characters across the ages.

- After you catch your breath on your turn, you may take your unlocked guardian (wherever it is) and place it on top of any hero in your family tree, or move it off of your tree.
- Use the guardian's color and traits; ignore the color and traits of the hero beneath it.
- Treat the guardian and the hero beneath it as the same card. If they leave your tree for any reason, return the guardian to the side of your tree. You may place it again on your next turn.



Watchers: Mysterious immortals who indirectly influence your story.

- After you catch your breath on your turn, you may do one of the following:
 1. *If your unlocked watcher is on its awakened side, you may flip it face-down to immediately use a 1st generation embellishment of its color.*
 2. *Recharge your unlocked watcher by flipping it to its awakened side.*



Heirlooms: Cursed artifacts inherited across generations; break the curse to wield their power.

- *Setup changes when playing with heirlooms:* Deal 1 heirloom to each player, cursed side up.
- While your heirloom is cursed, you cannot inherit your youngest hero's dominant trait.
- When a hero is dismissed from your family tree, if its color matches the hex along the top edge of your heirloom, rotate your heirloom counter-clockwise once.



- After you match the third hex's color, your heirloom is restored. Flip it to its back side.
- Your youngest hero always counts as the color of your restored heirloom (in addition to its other colors). This will affect what embellishments you are eligible for!



Realms: Alternate worlds which sculpt the environment where your stories take place.

- *Setup changes when playing with realms:* Deal 1 realm card face-up in the center of the table.
- Each realm uniquely changes the rules of the game!



Additional skalds & sagas: More chances to embellish and new trials to overcome.

- Four additional skald heroes and 2 new sagas are included in this expansion. They function identically to their base game counterparts.

2nd Edition (2E) basic embellishments:

Accelerate the embellishments of the base game.

- Four 2nd Edition embellishment reference cards are included. These present tweaks to the original 12 embellishments across the 4 basic colors, tuned to enhance the game's flow and the options available to each color while maintaining their strengths and weaknesses.

Expanding the Game

You can play *Norsaga* with some or all of the new card types. They are also fully compatible with *Into The Myths*. It is recommended that new players are introduced to the base game before adding immortals, realms, and heirlooms. However, 2E embellishments are great for teaching new players!

Cards from *Odds and Endings* are marked with a ship icon.



Frequently Asked Questions

Q: If I Duel (2E) someone who has no heroes on their family tree, what happens?

A: Nothing!

Q: If I use Prayer (2E) and draw a ghost or fae, can I play it onto another player's family tree?

A: No. You must choose the spot where the card is going before you see the card. The spot you choose must be on your own family tree.

Q: If I Martyr (2E) and there aren't exactly 3 players, what happens?

A: Some players may be unaffected, or some of the extra cards may be discarded.

Q: How does the Myth trait interact with guardians and cursed heirlooms?

A: If a Myth trait is uncovered when a guardian moves, it immediately gains a marker. While cursed, 1st-gen Myth traits are empty; they gain markers if the curse is broken or they are moved.

Q: When my unlocked watcher flips back to its front side (because I used its free embellishment), do I have to go through the unlocking process again?

A: No. Do not put a marker back onto the unlock track. The watcher is still unlocked.

Q: Can I win the game if my heirloom is still cursed?

A: Yes, as long as you can complete your saga without slotting an inheritance marker into your youngest hero's dominant slot.

Q: If a hero leaves my family tree, but isn't dismissed (like with Turncoat), can I still advance my heirloom's curse?

A: No. Only heroes that go from your family tree directly to the discard will advance your curse.

Q: If my heirloom is restored, but I don't have a youngest hero, can I still use 1st generation embellishments of my heirloom's color?

A: No. You still need to have a youngest hero for the heirloom to grant its color to.

Q: In the Ether, what happens if I discard a card with multiple colors (such as a Legend)?

A: It can contribute towards activating any 1st generation embellishment that shares a color with it.

Q: In Greyhame, when can I remove an inheritance marker from the game?

A: Any time *during your own turn* when one of the heroes forming that matched recessive trait leaves the pair (even if a hero with the same recessive trait is being played over top of them). Being covered by an unlocked guardian doesn't count.



Credits

Game design by Kevin Bishop

Art by Matthew Bishop

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