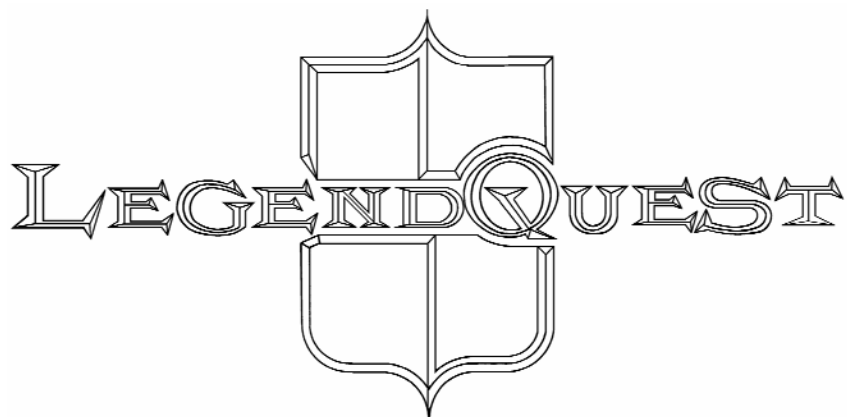


# LEGENDQUEST







# Omnibus

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# Omnibus

## INTRODUCTION

**LEGEND QUEST** is a fantasy role-playing game. It is set in a fantastic place where magic works and heroes live. Dragons, ogres and singing swords are all a part of the game. It is the players that become the knights, wizards, scouts or whatever they wish. **LEGEND QUEST** takes imagination, for the players must picture everything that is happening. There is no board, no joystick and no action figures. **LEGEND QUEST** takes place in the mind, and anything is possible.

### **LEGEND QUEST** **25<sup>th</sup> Anniversary Edition**

**LEGEND QUEST** was first published in 1991. Though some minor things have changed, the core rules remain the same. Due to issues with distribution, a second edition was released for 1992 that was more game shop friendly. When the 10<sup>th</sup> anniversary approached, the good people at Board Enterprises were looking to rerelease the core rule book. Things did not go exactly as planned though the “Gold Edition” was released in an updated pdf format. The Gold Edition included some additional rules - things that had been discussed in the various supplements as well as all the monsters that had been included in both the first and second editions, as some had been edited out due to space considerations.

Here we are twenty-five years later - an entire generation. Rather than consider what were to be core rules vs. extra supplements, we have made the decision to make the “silver anniversary” edition an omnibus edition. In this one volume, you will find the entirety of the **LEGEND QUEST** rules system. That means you are going to see what was originally issued as the **LEGEND QUEST** rule book, **Book of Wishes** magic supplement, and **LEGEND QUEST - Optional Weaponry**. But that didn’t feel like enough to us. So in addition to the published works, you will also find additional material added in throughout the book. Additional creatures, spells, and skills; all the things fantasy role-playing gamers love. But we’re also going to add small sections that we are going to call Designer’s Notes. These Game Designer’s Notes will clue you in to why certain things work the way that they do. They will also point out various strategies that the designer and the play-testers have figured out over the last quarter of century of playing the game.

Still not enough? Fine, we are going to release a ton of optional rules for those players who feel they are advanced enough to add more variation to the game. Be aware - Optional rules will almost certainly add a heavy dose of math and complexity. But if you’re looking for them, you’ve found them! We will clearly mark them as Optional, so each game master can easily pick and choose which aspects to include in their game.