

# RUNEBOUND™

Second Edition



CHARACTER DECK RULES BOOKLET

## Welcome to Runebound

The cards you hold in your hands are an expansion for the RNEBOUND SECOND EDITION fantasy adventure board game.

RNEBOUND takes place in the land of Terrinoth, a dangerous and magical world of formidable wizards, noble knights, vicious monsters, and power-mad tyrants. It is a world of great quests and mighty deeds. Above all, it is a world of legendary heroes, and the time has come for you to join them.

## Expansion Overview

The RNEBOUND **character decks** add diversity and excitement to your RNEBOUND game. The cards in this expansion pack give your Hero new skills and abilities, and they also allow you to thwart your opponents with devious spells and deadly challenges. However, you must utilize your newfound knowledge wisely, because every action has a cost!

Playing with character decks greatly increases the level of player interaction in RNEBOUND. Your character deck contains **enemy** cards that you

play during another player's turn to weaken his Hero or make the Challenge he is facing more dangerous.

Character decks also allow you greater control over your Hero's development. The character decks contain **friendly** cards that you may play on your Hero to give him or her a temporary benefit, while your **Talent** cards give your Hero new special abilities. As you gain more experience and purchase higher-level Talents, your Hero becomes increasingly more powerful!

Finally, once you have learned the basic rules of the RONEBOUND character decks, you can create your own unique

decks by mixing cards from multiple decks. You can customize your deck to focus on certain strengths or to exploit your opponents' weaknesses. For example, if you have the Battlemage deck, and want to focus more on melee attacks instead of Spells, you might add some of the Blade Dancer's Feats into your deck. The rules for building a deck are simple, but it takes skill to put together a strong deck.

## Components

Use all of the components from your main RONEBOUND game, including the market deck and the adventure decks, as well

as the following new components included in this expansion:

25 Class Cards (Feats, Spells, Locations, and Challenges)

5 Talent Cards

10 Menace Counters

1 Rules Booklet

To play with this expansion, each player must have his or her own character deck and menace tokens.

Two green adventure counters are also included, for use with either the character decks expansion or the base RONE-BOUND game.

## The Cards

There are 5 types of cards in this expansion. Your **class deck** consists of **Feat**, **Spell**,

**Location**, and **Challenge** cards, while your **talent deck** consists of **Talent** cards.

### Feat Cards

Friendly Feats grant your Hero temporary abilities and bonuses. Enemy Feats can be played during another player's turn, making that Hero suffer a penalty or granting the Challenge he is facing a powerful advantage in combat.

### Spell Cards

Spells are similar to Feats but usually require different proficiencies (see page 7) to play.

### Location Cards

Location cards may be played on Heroes who are on a certain type of terrain. Friendly

Locations give your Hero temporary advantages, while Enemy Locations can be played during another player's turn, often foiling his well-laid plans. Some Locations stay in play for several turns, affecting all Heroes.

### **Challenge Cards**

Challenge cards from your class deck are similar to Challenge cards from adventure decks. The only difference is that you need to spend menace (see later) to play Challenge cards from your class deck on other Heroes.

### **Talent Cards**

Talent cards represent new abilities that your Hero can purchase with experience points or experience counters. Talents

also give your Hero proficiencies, which make it easier to play Spells and Feats.

## **Card Anatomy**

- 1. Title:** The name of the card.
  - 2. Epic symbol (♣):** A card with a ♣ next to its title is Epic. Only **one** Epic card may be played during a player's turn.
  - 3. Card Text:** This text describes the effects and special rules of the card. Italicized text is for flavor only; it has no game effect.
- 4a and 4b. Menace Cost:** On cards (and hereafter in these rules), menace is denoted with the ♠ symbol. All class cards have a ♠ cost. Enemy cards have



# Card Anatomy



Feat Card



Talent Card





Challenge Card






Spell Card



Location Card

a **blue** symbol (4a) showing their  cost, and friendly cards have a **red** symbol (4b) showing their  cost.

**5. Timing Icons:** These icons, , , , indicate when a class card may be played.

**6. Talent Level** (Talents only): The level of the Talent.

**7. Proficiencies** (Talents only): There are 5 different proficiencies: Wizardry, Divinity, Fighting, Survival, and Subterfuge (see diagram). Proficiencies represent the areas of training your Hero focuses on. The Wizardry proficiency, for example, makes it easier for your Hero to cast Spells.

**8. Talent Prerequisite** (Talents only): When you purchase a new Talent, the prerequisite of



the new Talent must match a proficiency icon from your current Talent.

**9. Proficiency Requirements** (Spells and Feats only): If the proficiency icons in this area do not match the proficiency icons on your Hero's current Talent, then the Spell or Feat is more expensive for you to play (see page 15).

**10. Terrain Restrictions** (Locations only): When you play a Location card on a Hero, that Hero must be on a space that matches one of the Location's terrain restrictions.

## Setup

1. Each player shuffles his class cards together and places them facedown next to his Hero card.

2. Each player places his or her 5 Talent cards together facedown in a pile near his class deck.

3. All players draw 6 cards from the top of their class decks. This forms their initial hand of cards.



4. Instead of starting the game with 3 O, each player may instead start with a level 1 Talent. If a player chooses this option, he takes any level 1 Talent from his talent deck and places it faceup near his Hero card.

5. Each player places 10 menace counters near his Hero card. This forms each player's **pool** of menace counters.



# Turn Sequence

Players follow a slightly different turn sequence from the one used in the base RNEBOUND game, as follows:

1. Refresh: Perform this step as normal.
2. Movement: At the end of this step, all players have the opportunity to play class cards with the  icon (see page 13).
3. Adventure: At the beginning of Challenges and player-versus-player battles, players have the opportunity to play class cards with the  symbol (see page 14). This expansion also introduces several changes to how

Challenges are resolved, which are detailed on pages 16-17.

4. Market: Perform this step as normal.
5. Experience: In addition to all the normal actions that a player may take during an Experience step, he or she may also **purchase one Talent** and **refill his or her hand**.




## Purchase a Talent



You may spend experience points to purchase one Talent. The experience point cost of Talents varies with the number of players:

No. of Players	Talent Cost
1-2	5
3-4	4
5-6	3

Instead of paying with experience points, you may trade in **one experience counter** to purchase a Talent.

You may only purchase Talents that are equal to, lower than, or **one** level higher than your current Talent, and *the prerequisite of the new Talent must match a proficiency from your current Talent*. Level 1 Talents have no prerequisite, so a player may purchase any level 1 Talent.

*Example: Jake's Hero's current Talent is the level 1 Talent "Sense Danger," which gives him proficiencies in , , and . He wants to purchase "Pathfinder," which is a level 2 Talent with the prerequisite. Since this new Talent is only one level higher than his current Talent, and because he*

*meets the Talent's prerequisite, Jake may purchase "Pathfinder." He would not have been able to purchase a level 3 or higher Talent, nor would he have been able to purchase a Talent that has  or  as a prerequisite.*

When you purchase a new Talent, place your existing Talent card back in your talent deck and place your new Talent card faceup beside your Hero card. You may only have one Talent at a time.

## Refill Hand

Players normally have a hand size of 6 cards. At the end of your Experience step, you may refill your hand to your hand size by drawing cards from your class deck.

*Example: Scott has 4 cards remaining in his hand. When he refills his hand, he draws 2 cards from his class deck, so that the number of cards in his hand is equal to his hand size.*

If you already have a number of cards in your hand that is greater than your hand size, you keep the additional cards.



If you did not play any class cards during your turn, you may discard one card from your hand before refilling your hand.

If you do not have enough cards in your class deck to refill your hand, you may skip your next turn, then shuffle your discard pile and place the cards face-down to form a new class deck.


## Playing Class Cards


Class cards provide players with many opportunities to help their own Heroes or hinder their opponents' Heroes. During each player's turn, all players (not just the player whose turn it is) have the opportunity to play class cards. However, class cards are always played on the Hero (or sometimes the Allies) belonging to the player who is currently taking his or her turn. This player is referred to as the "active player," and all other players are "enemy players."



## How to Play Class Cards: Spending Menace Counters

Players use menace counters to play cards. Each player has exactly 10 . Each class card's  cost is listed in the red or blue symbol on every class card.







You may only play **friendly** (red symbol) cards during **your** turn (or if you are involved in a battle). When you play a friendly card, you remove the  cost of the card from **your** menace pool and place it on **your** Hero card.

*Example: Rachel has “Bestow Blessing” in her hand, a friendly Spell card with a  cost of 6.*

*To play the card, Rachel must take 6  from her menace pool and place it on her Hero card. She may not play the card if she has less than 6  in her menace pool.*



You may only play **enemy** cards (blue symbol) on other players' Heroes during **their** turns. To do so, you take the  cost of the card from **their** Hero card and place it back in **their** menace pool.

*Example: Scott has “Frost Giants” in his hand, an enemy Challenge card with a  cost of 8. To play this card on Rachel, Scott must discard 8  from Rachel's Hero card and place it in her menace pool. He may not play the card if Rachel has less than 8  on her Hero card.*




Some enemy cards state that they may be played on your own Hero as well as other players' Heroes. If you play such an enemy card on your own Hero, you must play the card on **your** turn and discard ♡ from **your** Hero card.


## When to Play Class Cards: The Timing Icons


The timing icons in the upper left of each class card indicate when during a player's turn the card may be played.




Cards with the  icon are played at the end of the active player's Movement step.



Starting with the player to the left of the active player and


proceeding clockwise, enemy players may play one or more cards with the  symbol on the active Hero. After a player has played any cards he wishes, he must **pass**. Once a player passes, the next player may play cards, until every enemy player has had a chance to play cards.

After all enemy players have passed, the active player may then play cards with the  symbol on his Hero.


**Important:** Challenges may not be played on a Hero in a town space. Also, remember that in order to play a Location, one of the card's terrain restrictions must match the space that the active Hero is on.


Each **Location** is resolved immediately after it has been played, while **Challenges** are not resolved until every player has had a chance to play  cards.



 Cards with the  icon are played at the beginning of Challenges, before any “Before Combat” actions are taken.


Starting with the player to the left of the active player and proceeding clockwise, each player may play one or more cards with the  symbol on the active Hero. After a player has played any cards he wishes, he must **pass**. Once a player passes, the next player may play

cards, until every enemy player has had a chance to play cards.


After all enemy players have passed, the active player may then play cards with the  symbol on his Hero.

Each card with the  symbol is resolved immediately after it has been played.


 Cards with the  symbol state when they should be played in their card text.




If more than one player wishes to play a card with the  symbol at the same time, the player closest to the left of the active player plays his card first, followed by each player in





clockwise order and ending with the active player.

Each card with the  symbol is resolved immediately after it has been played.


## Menace Cost of Spells and Feats

When you play a Feat or Spell, you must check to make sure you match the card's proficiency requirements with your Talent's proficiency icons. Each icon on a Feat or Spell that does not match your Talent's proficiencies **increases the Feat or Spell's cost by +2** .

*Example: Rachel wants to play the Spell "Polymorph," which has a  cost of 2, but also has  and  as proficiency requirements. Her Hero's current Talent is "Scribe Spell,"*

*which gives her proficiencies in  and . Since Rachel's Talent does not match the  requirement, she has to spend an additional 2  to play "Polymorph."*

## Epic Cards

Only one Epic card (with the  symbol) may be played on a player's turn. If one enemy player plays an Epic card, then neither the active player nor the other enemy players may play another Epic card for the rest of the active player's turn.

## Resolved Class Cards

Resolved class cards go into their owner's discard pile. Undeclared Challenges that came from a player's class deck are discarded **instead of** being placed on the undefeated challenge track.





## Changes to the Battle Sequence

When resolving a Challenge or a player-versus-player battle, use all the rules from the base RNEBOUND game, with the following additions and changes.

### Multiple Challenges



If an enemy player plays a Challenge on the active Hero, the active player must resolve that Challenge first. If the Hero defeats the Challenge, then he may attempt an adventure counter or undefeated challenge counter on his space.

## Taking Menace from a Challenge

If a Hero attempts a green, yellow, blue, or red Challenge, he immediately takes an amount of  based on the color of the Challenge (see below). The player attempting the Challenge takes the  from his pool and places it on his Hero card. If there is not enough  in his pool, the Hero may take as much  as possible and attempt the Challenge anyway.

Green = 1     Yellow = 2   
Blue = 3     Red = 4 



## Playing Cards

Class cards with the  symbol are played at the beginning of a battle, after a Hero has taken 



from a Challenge (as just described) but before any “Before Combat” actions are taken.



## Escape Test Penalty


In the escape phase, enemy Spells and Feats played on your Hero during the current Challenge (not Challenges previously attempted in the same turn) give your Hero a penalty to escape tests equal to the total printed  cost. Remember not to discard enemy Spells and Feats until the end of the combat, so that you can see the total  cost.

## Player Versus Player Battles

Friendly cards may be played at the beginning of a PvP battle, but enemy cards may not. The attacker plays his friendly Spells and Feats first, followed by the defender.

## Example of Play

*In a 3-player game, it is the beginning of Corey's turn. Brian is sitting on Corey's left and Scott is on Corey's right. Corey has 2  on his Hero card and 8  in his pool.*

*Corey rolls his movement dice and ends his movement on a forest space with a green adventure counter. Now players may play cards with a  icon, starting with Brian and proceeding clockwise.*




Brian plays a 0-cost enemy Location card called “Desecrated Graveyard,” which has “forest” as a restriction. It is resolved immediately: Corey fails the Location’s search test, so following the card’s text he takes 2 ♠ from his pool and places it on his Hero card. Brian does not wish to play any more cards with a ♠ icon, so he passes.


Scott plays an enemy Challenge called “Rock Hound.” The ♠ cost of the Challenge is 3, so Scott discards 3 ♠ from Corey’s Hero card and returns it to Corey’s pool. The Challenge will not be resolved until all players have had a chance to play ♠ cards. “Rock Hound” has a ♣ icon, so no one may play another ♣ card for the rest of Corey’s turn. Scott then passes.


Now that each enemy player has passed, Corey may play cards with a ♠ icon. Corey plays a friendly Feat called “Spiked Pit Trap,” which costs 2 ♠. Corey takes 2 ♠ and places them on his Hero card, then he passes.




Now that all players have passed, Corey begins his Adventure step. Since a Challenge was played on his Hero, Corey must attempt this Challenge before he attempts the green adventure counter.



Since this is the beginning of a battle, players may play cards with a ♠ icon, starting with Brian and proceeding clockwise. Brian passes. Scott decides to play an enemy Feat called “Mark of the Hydra,” which increases the Challenge’s Life value to 6. Since the Feat has a ♠ cost of 2, Scott discards 2 ♠ from Corey’s



Hero card, leaving him with 1  remaining on his Hero card. Scott also plays “Hurl Boulder,” a 1-cost enemy Feat. The Feat is resolved immediately: Corey fails the card’s Jump test and takes 1 . Then Scott passes. Corey does not want to play any cards with a  symbol, so he passes.


Now that each player has passed, Corey starts the battle, first resolving any “Before Combat” actions. Corey’s “Spiked Pit Trap” Feat inflicts 1  on the Rock Hound.

Now Corey could try to escape, but he would take a –3 penalty to his escape roll, because enemy Feat and Spells with a total  cost of 3 were played during this Challenge. If Corey successfully escaped, his turn would then end.

Instead of escaping, Corey decides to continue the battle. First, he plays “True Shot,” a 1-cost Feat card with a  icon that states “Play before your Hero makes a ranged attack.” Corey’s ranged attack roll is successful, inflicting 2  from his Hero’s damage value and 1  from his “True Shot” Feat.

Corey successfully defends in the melee phase, then uses his “Runesmith Shan” Ally to attack in the magic phase. Runesmith Shan succeeds and inflicts 3 . Corey defeats the Rock Hound, earning a 2  reward.

Corey then chooses to attempt the green adventure counter on his space and draws “Ghost Stag.” Ghost Stag is a green Challenge, so Corey takes 1 . He now has a total of 2  on his Hero card.

*Since this is the beginning of a battle, players once again have the opportunity to play cards with a  icon. All players pass. Now “Before Combat” actions are resolved. Because the card text on “Spiked Pit Trap” states “until the end of your Adventure step,” it is still in effect for this second Challenge, and it inflicts 1 ♥ on the Ghost Stag.*

*Corey then proceeds to the escape phase. Since no enemy Spells or Feats were played during this Challenge, Corey would not suffer a penalty to his escape test roll if he chose to make one.*

*Instead of escaping, Corey successfully attacks in the ranged phase. His Hero inflicts 2 ♥, which defeats the Ghost Stag. He receives*

*1 ⓪ as a reward and as well as the green adventure jewel.*

*Corey’s Adventure step is now complete, and he proceeds to his Experience step. If Corey has 4 experience points or an experience counter, he may purchase a new Talent. Corey finishes his turn by refilling his hand to 6 cards.*

## Other Rules


In addition to the standard RUNEBOUND rules, the following expanded rules address the new game elements introduced by the character decks.

### The Golden Rule


If card text contradicts another card, the most recently played card takes precedence.







## Menace Cost of Adventure Cards

Challenge cards from the adventure decks have a  cost of zero.

## Being Knocked Out


If your Hero is knocked out, discard all  on your Hero back to your menace pool.

## Phrases in Card Text

When a card instructs you to “take ,” take the  from your menace pool and place it on your Hero card. When a card instructs you to “discard ,” take the  off your Hero card and place it in your menace pool.

When a card refers to “this Challenge,” it is referring to the Challenge card that the active Hero is attempting.

Some enemy class cards have text in bold type above a horizontal line. This bold text applies to the player who plays the card, and the text under the line applies to the player that the card is played on.

*Example: Scott has the enemy Spell card “Soul Drain” in his hand. The bold text on the card states “Play immediately after a Hero or Ally fails a magic combat roll.” This text tells Scott when he can play the card. On Rachel’s turn, she fails a magic combat roll during a Challenge, and Scott plays “Soul Drain.” The text beneath the horizontal line states “Discard 1 .*

This text applies to the *player who plays the card*.

This text applies to the *player the card is played on*.



from this Challenge for each ♥ that it inflicts during this magic phase.” This text tells Rachel what game effect “Soul Drain” has.

When a card refers to other cards with a specific word in their text, this includes instances

in which the specified word is part of a longer word. For example, if a card refers to “a card with the word ‘Dragon’ in the title,” this includes a card such as “Dragonlord Khorgard.”

“Your first combat roll” means your first combat roll *in each battle*.

## Miscellaneous

If an undefeated challenge counter is on the same space as an adventure counter, and the undefeated Challenge is a different color than the adventure counter, you must attempt the undefeated challenge counter first.

If adventure counters of more than one color are on a space,

you choose which adventure counter to attempt.

If a card is discarded, also discard any tokens, markers, counters, or cards that have been placed on or underneath it.

## Advanced Rules

These rules are recommended for players familiar with both the base RNEBOUND game and this expansion. They allow players to customize their character decks for a unique game experience.

### Deck Building

If you want to customize your character deck, use the following restrictions:

1. You may have up to 30 cards in your class deck.
2. All cards in your class deck must be different.
3. Your class deck must contain at least 12 enemy class cards (Spells, Feats, Locations, and/or Challenges).
4. You may have up to 5 Talent cards in your talent deck.
5. You may have Talents with the same level. (For example, you may have two level 3 Talents.)

### Customized Deck Draft Variant

This variant is only recommended for players who have customized their decks specifically for this variant. At the beginning of the game, each player chooses 10 enemy class

cards from his class deck and, from these 10, selects 5 to pass to the player to his left and 5 to pass to the player to his right. Then each player takes the 10 new cards dealt to him and shuffles them into his class deck. Players may want to write down the cards they pass in order to keep track of who owns each card.

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