Welcome Back to Runestone

The cards you have just purchased are part of the newest generation of expansions for the fantasy adventure board game Runestone Second Edition. Each expansion is used in a different way. Consult each expansion’s section in this document for rules on how to use it.

Credits
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VA 46: Rituals and Runes
This expansion introduces a new powerful type of item, Rituals, which require the character to roll and expend certain terrain symbols on movement dice before they can be used. The trade-off: they are far more powerful and versatile than other items of the same cost.

Rituals and Runes includes 30 new adventure cards: 20 Ritual items and 10 new Rune items.

Rituals
Rituals are items, meaning that they can be purchased in towns, lost when a Hero is Knocked out, and so on. There are no limits to the number of Rituals a Hero can have, with one exception: A Hero may not possess two Rituals that share capitalized letters in their names. For instance, a Hero may not have both Inner Fire and Outer Fire. When a Ritual item is first acquired, whether it’s purchased or taken from another character, it has no abilities. At the bottom of each Ritual item card are five terrain symbols. During any Movement step, whenever any of the rolled movement dice result in terrain symbols that are on any of the Rituals owned by that Hero, those dice may be expended to empower a ritual instead of for movement. Place a counter (we recommend a counter on the Ritual top on the terrain symbol rolled). Multiple movement dice may be expended in this way each turn. Once all of the symbols are filled, the Ritual item may be used like any other item by that Hero. But, if the Ritual changes owners, it must be re-empowered.

Setup
Simply shuffle the Rituals and Runes cards into the market deck.

VA 47: Weapons of Legend
This expansion introduces powerful new Weapons and Allies, as well as including Allies that may be used either as an Item or as an Ally with no special text abilities, or as an Item. If an Equipping Ally is chosen to be used as an item, place it on the market deck. (Equipping Allies have no stamens, so this is the only reason it should have a). It has the special text ability listed on the card, but its Ally attributes (its life and its combat values) are ignored.

Setup
Simply shuffle the Weapons of Legend cards into the market deck.

VA 48: Traps and Terrors
Ancient crypts, well-defended fortresses, and labyrinthine dungeons all contain countless ways for explorers to meet their ends, and traps are among the most feared of them.

Traps and Terrors includes 30 new adventure cards.

VA 49: Beasts and Bandits
The open roads and the broad wildernesses are good places for the poorly armed or the faint of heart. This expansion fills the forests and plains of Terrinoth with treacherous bandits and savage beasts; one will take your coin, the other will take your life.

Beasts and Bandits includes 30 new adventure cards.

Storm Step
This is a new step, which resolves as described below. First, the storm counter advances one space to the left of the storm counter space it touches, and soon everything will be shrouded in its darkness. The Heroes’ only hope is to awaken the Seven Scions of legend and, with their help, destroy the Stormlords. This variant game introduces new rules and new types of cards: Storm Step cards, which close the storm counter (showing the stage to a close), new Events, special Challenges, and Scion cards, which are a new type of Ally that any Hero can call on in a moment of need.

Test Scion Cards includes 24 new adventure cards: 6 green Storm cards, 6 yellow Storm cards, 6 blue Storm cards, and 6 Stormlords. It also includes 6 Scion cards.

Setup
The storm step begins as normal, with the following exceptions:
1. The six Scion cards are placed, text-side up, on the undefined adventure spaces. The number beneath the card header denotes which undefined adventure space it should be placed on. The Scion card is placed on space 1, the Trickster on space 2, and so on. The undefined adventure spaces are then considered to be Ally or Item cards. These will be referred to hereafter as the Scion counters.
2. The Storm cards are separated into their appropriate decks: green (gray, yellow, and the silver Stormlords) and shuffled. A number of each, equal to the number of play- ers, are randomly chosen, then placed to the left of the base adventure decks of the appropriate color. So for instance, if there were two players, then two Scion cards of each color would be randomly selected; if there were three players, then three Storm cards of each color would be randomly selected; and so on. The Stormlord cards may be looked at by the players at any time.
3. A doom counter is placed below the lowest town icon next to the market stacks. This will be referred to hereafter as the storm counter.
4. The red adventure cards are returned to the box.

Gameplay
Gameplay proceeds as normal, with the following changes:
1. Encounter Cards: Encounter cards are discarded without effect, and a new adventuring Journal is drawn.
2. Event Cards: Event cards cause the adventure jewels to be refreshed, as normal, and also allow players to choose a scion counter (see Scions, below).
3. Storm Step: A new step is added directly after the Adventure Step and before the Market or Experience steps, called the Storm step (see Storm step, below). Each Storm step brings the game closer to the Endgame.

Scions
Scion cards have two states: slumbering (represented by the side of the card with scion) and awakened (represented by the side of the card with character art). Shimmering Scions may provide a benefit to any Hero, while awakened Scions become special Allies.

If a player has the Scion counter of a slumbering Scion, he may discard that counter at any point during a Storm step to receive the benefit listed on the Scion’s card.

Alternatively, if a Hero ends his movement on a red adventure counter with a red adventure counter on it, he may attempt to awaken a Scion of his choice during his Hero’s move step. The requirements for awakening each Scion vary; some may be automatically awakened if a Hero meets certain requirements, while others may require tests or even combat.

Once awakened, the red adventure jewel is discarded and the Scion card is removed from its undefined adventure space and placed, character-art-side up, in front of the player. A Scion function just like an Ally, with the following exceptions:
• A Scion is discarded when defeated. A Scion may only be defeated when it is the last remaining Scion in a player’s hand; if more than one Scion has been awakened, the storm counter advances one space for each defeated Scion, then the storm counter always moves at least one space. The storm counter on an empty Scion space is a Scion counter.

Awakened Scions have no Scion counters, and thus their shimmering abilities cannot be used. Each Hero may only have one awakened Scion; if a Hero awakens a second Scion, he must discard his previous Scion. If a Scion is killed, it returns to the Scion deck. A Scion’s character symbol is placed in the appropriate undefined adventure space. Note, however, that if enough Scions have been awakened and then killed, it may be impossible to awaken more until the adventure jewels are replenished, as only a red adventuring jewel with a red adventure counter on it may be used to awaken a Scion.

In this diagram, the storm counter had recently read to its starting position on the bottom of the board.

Then, a player defeated a blue Scion card.

So the storm counter traveled three spaces up its track.
Market steps may only be entered in a town if it is considered not to have been destroyed. Cursed towns are considered to be the type of terrain marked on the tile, and have their own rules (see “Curse Cards,” below). As there are no available towns at the beginning of the game, the heroes must search out refugee camps and traveling caravans in order to heal or to buy or sell goods. During his movement phase, a Hero splits his movement dice into a travel pool and a trading pool. Dice in the travel pool may be spent to move from town to town; dice in the trading pool may be spent to trade with the market. In order to trade, a Hero must have at least one market card on top of the stack. If the trade is successful, the Hero may purchase any cards he likes, or sell items for half price. If the trade is unsuccessful, the Hero must pay for healing during this phase, he may not purchase any cards, and he may not sell any items for half price.

Pay for healing, up to a maximum number of gold equal to the number of dice in his trading pool. If he pays for healing during this phase, he may also sell items for half price.

For healing the storm counter is used. Each town that is considered not to have been destroyed is considered to be the type of terrain marked on the tile, and have its own rules (see “Curse Cards,” below). As there are no available towns at the beginning of the game, the heroes must search out refugee camps and traveling caravans in order to heal or to buy or sell goods. During his movement phase, a Hero splits his movement dice into a travel pool and a trading pool. Dice in the travel pool may be spent to move from town to town; dice in the trading pool may be spent to trade with the market. In order to trade, a Hero must have at least one market card on top of the stack. If the trade is successful, the Hero may purchase any cards he likes, or sell items for half price. If the trade is unsuccessful, the Hero must pay for healing during this phase, he may not purchase any cards, and he may not sell any items for half price.

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The Cataclysm

On the night of the cataclysm, a star fell from the sky, and the land was shattered. Many of the free towns were destroyed; the rest fell prey to terrible curses. Only one town escaped damage, and it is among those Heroes that the land needs its help. On the night of the cataclysm, a star fell from the sky, and the land was shattered. Many of the free towns were destroyed; the rest fell prey to terrible curses. Only one town escaped damage, and it is among those Heroes that the land needs its help. On the night of the cataclysm, a star fell from the sky, and the land was shattered. Many of the free towns were destroyed; the rest fell prey to terrible curses. Only one town escaped damage, and it is among those Heroes that the land needs its help. On the night of the cataclysm, a star fell from the sky, and the land was shattered. Many of the free towns were destroyed; the rest fell prey to terrible curses. 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