RUNEBOUND
Second Edition

Welcome Back to RUNEBOUND

The cards you have just purchased are part of the newest generation of expansions for the fantasy adventure board game **RUNEBOUND 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

VA 46: Rituals and Runes

This expansion introduces a powerful new 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 market 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 words in the title. 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 it from another character, it has no abilities. At the bottom of each **Ritual** Item card are five terrain symbols. During a Movement step, whenever any of the rolled movement dice result in terrain symbols that are on any of rituals owned by that Hero, those dice may be expended to empower a ritual instead of for movement. Place a counter (we recommend ◗ counters) on the **Ritual** on top of the terrain symbol rolled. Multiple movement dice may be expended in this way each turn. Once all of the symbols are filled, the **Ritual** 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 Equipping Allies, which can be used as either Allies or an Items.

WEAPONS OF LEGEND includes 30 new market cards: 6 Equipping Allies, 12 new Items, and 12 new Allies.

Equipping Allies

When a Hero gains an Equipping Ally card, he can choose whether to use it 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 a ◗ on it (Equipping Allies have no stamina, so this is the only reason it should have ◗). 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.

Setup

Separate the **TRAPS AND TERRORS** cards by color and shuffle them into their appropriate adventure decks.

VA 49: Beasts and Bandits

The open roads and the broad wilderness are not 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.

Setup

Separate the **BEASTS AND BANDITS** cards by color and shuffle them into their appropriate adventure decks.

VA 50: The Seven Scions

A storm is coming; a storm unlike any the world has ever seen. It consumes all that 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 cards, which act as a clock (hastening the story and the game 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.

THE SEVEN SCIONS 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

Setup begins as normal, with the following exceptions:

1. The six Scion cards are placed, text-side up, on the undefeated adventure spaces. The number beneath the card header denotes which undefeated adventure space it should be placed on (so the Archer is placed on space 1, the Trickster on space 2, and so on). The undefeated adventure markers are then placed on the cards. These will be henceforth referred to as the **scion counters**.

2. The Storm cards are separated into their respective decks (green, yellow, blue, and the silver Stormlords) and shuffled. A number of each, equal to the number of players, 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 Storm cards of each color would be randomly selected; if there were three players, then three Storms 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 henceforth referred to 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 adventure card 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). All players must return their scion counters to the appropriate scion. Then, starting with the player who drew the Event card and proceeding clockwise, each player may choose one scion counter from among those available. Once all of the players have taken a scion counter, the Event card is discarded, and the active player draws a new adventure card.

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 text side of the card) and awakened (represented by the side of the card with character art). Slumbering 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 jewel with a red adventure counter on it, he may attempt to awaken a Scion of his choice during his Adventure 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 a Scion is awakened, the red adventure jewel is discarded and the Scion card is removed from its undefeated adventure space and placed, character-art-side up, in front of the player. A Scion functions just like an Ally, with the following exceptions: It does not count against your normal Ally limit, and it can only be used during Storm steps and in the Endgame, against the Stormlords. A Scion might need to be discarded if a Hero is knocked out, though their costs are zero, so this would only happen if the Scion is the Hero's only Ally or Item.

Awakened Scions have no Scion counters, and thus their slumbering 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 its slumbering state, and is placed in the appropriate undefeated 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 adventure jewel with a red adventure counter on it may be used to awaken a Scion.

Storm Step

This is a new step, which resolves as described below. First, the storm counter advances a number of spaces up the market stacks. The number it advances depends on what color Challenge was defeated this turn. Even if no Challenge was defeated this turn, the storm counter always moves at least one space.

No Challenge defeated: 1 space
Green Challenge defeated: 1 space
Yellow Challenge defeated: 2 spaces
Blue Challenge defeated: 3 spaces

Each time the storm counter travels off

In this diagram, the storm counter had recently reset to its starting position at the bottom of the board. Then, a player defeated a blue Challenge, so the storm counter traveled three spaces up its track.

the top of the market stack, the following occurs:

1. The storm counter resets, and is placed just beneath the bottom-most town icon of the market stacks. Note: The storm counter does not "remember" its number of spaces traveled once it falls off the top of the market stacks. It always begins below the bottom market stack, even if it has spaces left over that it has not yet moved.

2. A random Storm card of the lowest available color is drawn and resolved. Each Hero must resolve Storm Events, starting with the Hero who triggered the storm card and proceeding clockwise. Each Hero must also resolve Storm Challenges, but they do so together. First the Hero who triggered the Storm card enters and resolves the "Before Combat" step; then each other Hero enters and resolves the "Before Combat" step, proceeding clockwise. Once all Heroes have resolved the "Before Combat" step, they each then attack (or decide that their Allies attack) during the ranged step, then the melee step, and so on. Heroes may attack during as many phases as they like, though Allies may still only attack during one phase. Wounds and other effects inflicted on the Challenge by the characters remain from one step and one Hero to another.

3. Heroes may attempt to escape from storm Challenges. However, the minions of the storm are endless, and if you sneak away from one, another is soon enough staring you in the face. At the beginning of each combat round, Heroes who escaped during previous rounds must either join in the battle or attempt to escape again. Only Heroes who have made an attack roll or inflicted damage in the round of combat during which the Storm Challenge is defeated may claim the reward. For these purposes, "Before Combat" is considered to be in the first round of combat.

4. Once all Heroes have resolved a Storm Event, or a Storm Challenge is defeated, or all Heroes have been knocked out, the turn of the player who triggered the Storm card proceeds as normal.

Endgame

The endgame begins when a Storm card would be triggered, but only Stormlords remain. The Heroes learn the hidden truth of the Scions, of which only six have been revealed thus far. That truth is that one of them, whoever defeats the Stormlords, is the legendary Seventh Scion! First, the residents of the free towns do what they can to aid the Heroes, nursing their wounds and preparing their armor and weapons for battle. Each player may discard X ♥ from among his Heroes and Allies, X ◑ from among his Heroes and Allies, and may activate X Items, where X is the number of Stormlords that must be faced.

Then the highest-level Hero faces this game's Stormlords in a random order. Next, in order from the next-highest-level Hero proceeding to the lowest-level Hero, each Hero faces this game's stormlords in a random order. The Hero who defeats the most Stormlords wins; in the case of a tie, the winner between the two is the Hero whose last Stormlord had the most wounds when the Hero was knocked out.

This endgame otherwise works just like the optional endgame rule in **RUNEBOUND SECOND EDITION**, including no refresh steps between Challenges.

Cooperative Version

In the cooperative version of this variant, there is no Hero vs. Hero combat; players may discuss which slumbering Scions they should claim, and who should awaken which Scions; and finally, the endgame is quite different.

In the cooperative version, the Heroes combine forces against the Stormlords. For each combat phase, the Heroes as a group make a single attack roll. They compare all of their combat scores and combat damage, and they must use the lowest values from among all the Heroes. During the ranged phase, for instance, the bonus to the roll is that of the character with the lowest mind score, and the damage on a successful attack is that of the character with the lowest mind damage.

However, the Heroes have two advantages, despite this drawback: First, they may combine their magic items and special abilities. Second, after the lowest scores are determined but before the dice are rolled, any Hero may replace his ability score or his combat damage with that of his awakened Scion, if he has one.

VA 51: 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 the most courageous and clever of Heroes can free the remaining towns from the beasts, spells, and afflictions that plague them. In this variant game, in addition to normal adventuring, the players must face the obstacles and dangers lying within the cursed towns. If they can overcome them and successfully return from special quests, they may become the towns' saviors, and the Free Towns will once again be able to rebuild.

THE CATACLYSM includes 30 new adventure cards: 6 Curse of the Ashen Flock cards, 6 Curse of the Demon Horde cards, 6 Curse of the Frenzied Rage cards, 6 Curse of the Savage Brood cards, 6 Curse of the Winter Lord cards. It also includes a punchboard with 8 counters. This variant game is appropriate for 2–5 players.

Setup

Setup begins as normal, with the following exceptions:

1. The five Curse decks are separated, but not randomized. They should be placed in order based on the Roman numerals on their backs: first the three Is, then the two IIs, then the III.

2. The cataclysm counters are removed from the punchboard and placed with the cataclysm symbol (the comet) facing up. They are then randomized, and distributed among the towns.

3. Rather than beginning in Tamalir, the Heroes all begin in different towns. In order from last player to first, players take turns placing their figures inside one of the towns. No figure may be placed inside a town that already has a figure in it.

4. The cataclysm counters are flipped, revealing which towns are destroyed (the ones that had a comet on both sides) and the ones that are cursed (the ones that now have a curse symbol matching one of the decks). No items are laid out on the towns' market stacks. Instead, the Market stack of each town with a curse symbol on it becomes the place that the appropriate Curse deck is placed.

5. Each player chooses one undefeated encounter token. This becomes his quest counter and also denotes which undefeated encounter space, hereafter referred to as his quest space, will be used for that player's other counters (see "Curse Cards," below).

6. The red cards are returned to the box.

Gameplay

Gameplay proceeds as normal, with the following changes:

• Step 2 – Movement: Destroyed towns cannot be entered. 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 are rolled and used as normal. Dice in the trading pool are rolled, all at once, at any point during the Hero's movement. For every trading die result that matches the Hero's current terrain, the Hero may do one of the following:

a. Draw and look at a number of cards from the market deck equal to the number of dice in his trading pool. He may purchase any cards he likes, then discards the rest. If he draws Market cards during this phase, he may also sell items for half price.

b. 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.

Note that dice in the trading pool are still considered to be movement dice for the purposes of card effects, character abilities like that of "Ronan of the Wild," and so on. Trade can even be accomplished in cursed towns, assuming that the Hero can roll the correct terrain symbol.

• Step 3 – Adventure: Red adventure jewels do not represent adventures, but may be quest goals (see below). Heroes who end their movement on one of the cursed towns may attempt to claim one of the Curse cards (see below).

• Step 4 – Market: Market steps may only be entered in a town if it is free of the cataclysm's curse. Heroes receive a discount on total money spent there equal to the number of Curse cards for that town that they have claimed. So, if a character with two Curse cards from a town purchased 3 🄾 in healing and bought 7 🄾 worth of market cards, for a total of 10 🄾, he would have to pay only 8 🄾.

Curse Cards

The focal points of this adventure are the cursed towns. Each curse is associated with six Curse cards, three of which are Level I, two of which are Level II, and one of which is Level III. Curse cards are worth a number of victory points equal to their levels, and grant additional abilities as described on the back of the card. When a Curse card is claimed, it also grants experience points and gold equal to its level.

Level I: If a Hero begins his Adventure step in a cursed town and does not already have a Level I Curse card from that town, he may draw a random Level I card from that town's deck. If he fails the Challenge or tests presented by the Curse card, his Adventure step is over. If he succeeds, he claims the card (i.e., adds it to his victory pile, face down) and receives one experience point and 1 🄾. A Hero may only ever claim a single Level I card from each curse deck.

Level II: After a Hero claims a Level I card from a Curse deck, he randomly draws a Level II card (a quest). That quest is placed, face up, next to the town's market stack. Any Hero may attempt a revealed quest, marking success towards that quest by placing various counters above his quest space or by placing his quest counter on the quest card itself. If he fulfills the quest requirements, he may then claim that card. As with Level I cards, Level II cards grant experience points, gold, and also grant additional abilities as described on the back of the card. A Hero may only ever claim a single Level II card from each curse deck.

Level III: If a Hero has claimed a Level I or Level II Curse card for a town, he may attempt to defeat the source of the town's curse, facing the Level III Curse card. These cards are very dangerous, each more powerful than a Dragon Lord. If a Level III card is defeated, the town is freed and now may be used for Market steps (including an immediate Market step by the character who freed the town, complete with 🄾 discount as described above). Once a town is freed, any unclaimed Curse cards are returned to the box.

As shown by the text on the back of the card, a Level III curse card gives you a special ability that may be activated to be used, similar to a Dragon Rune.

Knockouts

If a Hero is knocked out, he may either remain in his current space or move to the nearest free town, if there are any.

Winning the Game

Each claimed Curse card is worth a number of victory points equal to its level. The first Hero to have freed at least one town and claimed a number of victory points (equal to 15 minus the number of players) wins the game.

In this game of THE CATACLYSM, Vynelvale has been completely destroyed and Riverwatch is the location of the *Curse of the Savage Brood*. The *Curse of the Savage Brood* cards are placed in the appropriate market stack, with the lowest-level cards (Level I) at the top. One quest has been revealed; the other quest is still on the Market stack, beneath the Level I cards (quests are Level II cards). Beneath that Level II card is the Level III card: The Dragon Destroyer. Only a player with a claimed Level I or Level II *Curse of the Savage Brood* card can attempt the Level III card.

Open spot for unrevealed quest