Welcome to Runebound

The cards you have just purchased are the newest generation of expansions for the fantasy adventure board game RUNEBOUND Second Edition. RUNEBOUND has followed the trials and challenges of the heroes of the land of Terrinoth. They have battled necromancers, monsters, and the terrible Dragonlords. They have vied with one another for the crown of the Elder Kings, and they have faced the mighty Giant Lords.

The cards in these packs add diversity and excitement to your basic Lords and sters, and the terrible Dragonlords. They have vied with one another heroes of the land of Terrinoth. They have battled necromancers, monstrous from the publisher. For updates, community, and rules discussion, visit reserved. No part of this product may be reproduced without specific permis-

RUNEBOUND each introduces a new story twist and new villains to the traditional normal market deck. The cards you have just purchased are the newest generation of expan- 

Credits

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VA 35: Champions of Kellos & VA 36: Walkers of the Wild

Although there are many gods and churches in Terrinoth, one deity is more prominent and powerful than all the others: Kellos, the god of fire and the sun. The church of Kellos has always sent its bravest members out to aid heroes in need; now, with the CHAMPIONS of Kellos expansion, another generation of devoted and faithful Allies as well as a selection of powerful religious relics have been added to the game. Now your adventurer may journey and fight knowing that Kellos himself blesses his deeds.

CHAMPIONS OF KELLOS includes 30 new market cards: 18 new items and 12 new Allies. Although Kellos and his servants watch over civi- lization, the church holds little power on the vast frontiers and in the untamed wilderness. Survival there requires a different kind of religion, a differ- ent sort of weapon. Whether your Hero needs an Ally who can guide him through hidden passes or prefers to wield weapons as savage and dangerous as his, the WALKERS of the Wild brings a taste of primal power to your RUNEBOUND game.

WALKERS of the Wild includes 30 new market cards: 18 new items and 12 new Allies. Setup

Just shuffle the CHAMPIONS of Kellos or WALKERS of the Wild cards (or both!) into the market deck, and you’re ready to play! If you want your game to focus on the new cards, you can instead deal market cards only from the expansion packs until they run out, then use the normal market deck.

VA 37: Drakes and Dragonspawn & VA 38: Shadows of Margath (revised)

The first of these adventure card expansions lets Heroes face the fiercer breeds of those winged ter- rors: dragons. Whether they be mundane, shuffling, hideous magical experiments, or the dangerous hybrids that are the legacy of the Dragon Wars, the DRAKES and DRAGONSPAWN of Terrinoth are a force to be reckoned with.

DRAKES and DRAGONSPAWN includes 30 new adventure cards: 12 new green adventure cards, 9 new yellow adventure cards, 6 new blue adventure cards, and 3 new red adventure cards.

Margath does not rely only on his own kind to cause chaos and destruction, however. The foes presented in the SHADOWS of Margath have been revised and updated for RUNEBOUND 2nd Edition, and are more of a threat than ever!

SHADOWS of MARGATH (revised) includes 30 new adventure cards: 12 new green adventure cards, 9 new yellow adventure cards, 6 new blue adventure cards, and 3 new red adventure cards.

Setup

Setup for both of these adventure card expansions is simple. First, separate the expansion cards by color (green, yellow, blue, and red) into four decks. If you want to inte- grate them randomly into your game, shuffle each of these decks into your base adventure deck of the corresponding color (shuffle the green cards into the green adventure deck, the yellow cards into the yellow adventure deck, and so on), and you’re ready to play! If you want your game to focus on the new cards, rather than shuffling the four decks into the base adventure decks, keep them separate. Draw adventure cards only from the expansion decks until they run out, then use the normal Runebound or Runebound expansion adventure decks.

VA 39: Avatars of Kelnov

Avatars of Kelnov is an adventure vari- ant that brings you back to the world of RUNEBOUND 10 years after Margath has been vanquished. On this dread anniversary, Margath’s minions have either been reborn or destroyed, and are more of a threat than ever! Whatever the truth, someone call- ing himself Vorakesh once more endangers the land—and this time, the Heroes of Terrinoth have other things to deal with, as well. Prophecies have long foretold that a time of great conflict and doom will come to the land, accompanied by three signs. The signs have begun to appear, and with them comes the threat of powerful beings that were once banished from the land and from the heavens alike. The Heroes of Terrinoth must now face, remember, maim, and defeat them all themselves.

Avatars of Kelnov includes 30 new adventure cards: 7 new green Events and Encounters, 7 new yellow Events and Encounters, 6 new blue Events and Encounters, and 10 new red Challenges. This expansion replaces the “Rise of the Dragon Lords” adventure.

Setup

1. Set aside all red cards from “Rise of the Dragon Lords.” Your Heroes will not face those Challenges when playing this adventure variant.
2. Separate the Avatars of Kelnov cards by color (green, yellow, blue, and red). Place the green cards next to the green adventure deck, the yellow cards next to the yellow adventure deck, the blue cards next to the blue adventure deck, and place the red cards on the red adventure deck space.
3. Set up the game as described in the RUNEBOUND rules.

Gameplay

Gameplay begins as normal, except that a player who draws an Encounter or Event from a RUNEBOUND adventure deck should discard it without resolv- ing it (though a drawn Event should still cause the starburst adven-
ture or large expansion.

CHAMPIONS of KELLOS & WALKERS of the Wild
er may choose among them. Any time the cult marker moves into a space adjacent to a town, regardless of the cult marker’s current bearing, it enters the town immediately, even if it already moved a space that turn.

C. When an Encounter or Event is drawn, ignore its text and remove it from the game, placing it in a special discard pile. Then perform the following steps:

1. If the card was a green Encounter, roll the movement die and move the cult marker as if it were the end of your turn (see step B, above). For each of the cults, the encounter beyond green, you must roll one additional movement die and move the cult marker one additional space, if able (one additional die for yellow, two for blue, and three for red). You will still roll to move the cult marker past the end of your turn.

2. If the card was an Event, all adventure treasures are replenished, regardless of whether or not an Event of a higher number has been drawn. Additionally, the cult’s operatives perform a vile ritual: count a number of spaces outward from the cult marker equal to the roman numeral on the Event. All spaces within this radius are treated as if the cult marker had moved into them (see “Effects of the Cult Marker,” below).

Effects of the Cult Marker
When the cult marker enters a space with an adventure jewel (or when an adventure jewel falls within the radius of a cult ritual), flip the adventure jewel over to its experience point side. It is now a rune cultist. If a Hero attempts to resolve that adventure, draw an adventure card from the Cult of the Rune adventure deck of the appropriate color. If the Hero succeeds, he gains the experience points as normal and places the defeated rune cultist facedown in front of him.

If the cult marker enters a town (or a town falls within the radius of a cult ritual), place a town marker over that space. If a cult ritual is performed within the town (i.e., the town is infiltrated and corrupted by the cult), Hero may enter the town as normal, but if a Hero is forced to move to an infiltrated town after being knocked out, he is branded by the cult (see below). When the cult marker and a Hero figure are ever in the same space (or if a Hero figure is within the cult’s ritual radius), place an infiltration marker on the Hero’s card. Either while he was helpless and recuperating in the town, or because he was affected by one of their rituals, the Hero has been branded. If a Hero is branded, he must immediately discard one of his highest experience points face-up on the bottom of his deck; also, for as long as he is branded, his maximum Stamina and Life values are lowered by one. The only way for a player to remove a cult brand from his Hero is to spend an experience point during his Experience step. Corruption points are cumulative, if a Hero ever has corruption markers equal to his maximum Life, he is removed from the game.

Ending the Game
The game ends when one of three things happens:

1. The last red rune cultist has been defeated.
2. A player has 26 victory points worth of rune cultists facedown in front of him (not including the bonus points for highest number of rune cultists of a single color). For each player in the game beyond two, this number increases by +1 (27 victory points in a game with 3 players, 28 in a game with 4 players, and so on).

Note that these victory points do not include any potential bonus victory points a player might have for having multiple rune cultists of the same color; these are not calculated until after the game has ended.

2. There are 18 “Rise of the Dragon Lords” Events and Encounters in the special discard pile. For each player in the game beyond two, this number increases by +1 (19 Events and Encounters in the special discard pile in a game with 3 players, 20 in a game with 4 players, and so on).

Once the game ends, each player totals up his victory points, including bonus points, as described under “Victory Conditions,” above.

Cult Bearing
As Diagram 1 shows, the cult marker may have a bearing of N, NE, E, SE, S, SW, or NW. On the first player’s turn, the cult marker’s bearing is determined by the space into which the first player moves it. So if the first player rolls the river and swamp symbols on the movement die, his only option from Forge would be to move the marker directly south into the space marked “S” in Diagram 1. The cult’s bearing would, from that point on, be south.

The cult marker’s bearing determines the spaces into which it may move. As shown in Diagram 2, the cult marker may move from any space of NE (a town), moves 4 spaces (a hills space) or to either side of that space: NE (a road space) or S (a mountains space). The dark orange edge of the cult marker should always point in the direction of its current bearing, with the light parchment edges to the left and right showing the two alternate directions to which it may also move. Of course, in order to move into any of these spaces, the player must roll the appropriate terrain on the movement die. Potential movement options for

Diagram 1
There are no river spaces in the direction of the cult marker’s bearing, but there is a road space. The cult marker must therefore move NE into the road space.

There are both a hills and road space in the direction of the cult marker’s bearing. The player may choose into which space the cult marker moves, but cannot choose to move into the roman numeral spaces.

There are neither river spaces nor forest spaces in the direction of the cult marker’s bearing, so the player cannot move into that space because it does not lie within the cult marker’s current bearing.

Diagram 2
Finally, as Diagram 3 demonstrates, if the cult marker’s movement would take it off the edge of the board, it changes bearing. If it would move off the top or bottom edge of the board, it changes bearing into the nearest space (from N to S, NE to SE, etc.). If it would move off the right or left edge of the board, its east-west bearing reverses (from NE to NW, SW to SE, etc.).