

RUNEBOUND

Second Edition

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 **RUNEBOUND** game. Each expansion is used in a different way. **CHAMPIONS OF KELLOS** and **WALKERS OF THE WILD** offer new Item and Ally cards for your Heroes, and are equally useful with any **RUNEBOUND** adventure or large expansion. **DRAKES AND DRAGONSPAWN** and **SHADOWS OF MARGATH (REVISED)** offer new themed Encounter and Challenge cards for your Heroes to face. They are ideal as an addition to the “Rise of the Dragon Lords” adventure, but can be used with any **RUNEBOUND** adventure or large expansion. Finally, **CULT OF THE RUNE** and **AVATARS OF KELNOV** are entirely new adventures that are designed to replace the “Rise of the Dragon Lords” adventure. They include new adventure cards of various levels, and each introduces a new story twist and new villains to the traditional **RUNEBOUND** experience. Consult each expansion’s section in this document for rules on how to use it.

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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 civilization, the church holds little power on the vast frontiers and in the untamed wilderness. Survival there requires a different kind of religion, a different 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 he is, 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 lesser breeds of those winged terrors: dragons. Whether they be mutated dragons, 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 integrate 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 variant 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 are being imitated by devious doppelgangers. Whatever the truth, someone calling himself Vorakesh once more endangers the land—but 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, not just monsters and men, but the gods 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 resolving it (though a drawn Event should still cause the starburst adventure jewels to be replenished), then draw and resolve a new card to replace it from the **AVATARS OF KELNOV** adventure deck of the appropriate color. If no **AVATARS OF KELNOV** adventure cards of the appropriate color remain, the player draws again from the same **RUNEBOUND** adventure deck.

This adventure also has a different victory condition than “Rise of the Dragon Lords.” Rather than attempting to find and defeat High Lord Margath and his Dragon Lords, your goal is to find and defeat the All-Father Kelnov and his Avatars, all of which are red Challenges. The first player to defeat All-Father Kelnov or three Avatars wins the game. Just as in “Rise of the Dragon Lords,” red Challenges provide a special reward (in addition to experience points) to those who defeat them.





VA 40: Cult of the Rune

CULT OF THE RUNE pits the Heroes of Terrinoth against a more devious adversary than any they have faced before. A cult of zealots with strange creatures under their control have uncovered ancient runes beneath the mines of Forge, and have begun to use their magics for foul purposes. Their goal: to spread their cult throughout the land, so they can destroy the Church of Kellos and establish themselves as the new religion of Terrinoth. Soon, a crusade will begin that will wipe away civilization as we know it. Only stalwart Heroes can hold back the tide of corruption and menace that is the **CULT OF THE RUNE**.

CULT OF THE RUNE includes a punchboard with new counters, as well as 30 new adventure cards: 8 new green adventure cards, 8 new yellow adventure cards, 7 new blue adventure cards, and 7 new red adventure cards. All of the new adventure cards are Challenges, and are referred to as **rune cultists**.

Setup

1. Set aside all red cards from the “Rise of the Dragon Lords” adventure. Keep these cards handy, as you may need them later.
2. Separate the **CULT OF THE RUNE** 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, and the blue cards next to the blue adventure deck. The **CULT OF THE RUNE** red adventure deck replaces the “Rise of the Dragon Lords” red adventure deck, and should be placed on the red adventure deck space.
3. Set aside the undefeated adventure counters. Undefeated adventures will not be marked with these counters; instead, the counters will be placed on towns that have been infiltrated and corrupted by the cult. These counters will hereafter be called **infiltration markers**.
4. Set aside the doom counters from the base Runebound game and punch out the new doom counters. The doom track rule is not used with this adventure variant; instead, the doom counters represent the level of corruption that the cult has inflicted upon the Heroes, and are hereafter called **corruption markers**. The large hexagonal counter on the punchboard is used to represent the cult’s location, and is called the **cult marker**.
5. Place the cult marker and an infiltration marker in the Forge space.
6. Set up the game as described in the **RUNEBOUND** rules.

Victory Conditions

Each rune cultist defeated is worth victory points equal to the number of experience points it is worth. So, each defeated green **CULT OF THE RUNE** Challenge is worth 1 victory point, each defeated yellow **CULT OF THE RUNE** Challenge is worth 2 victory points, and so on. When a rune cultist is defeated, it is kept facedown in front of the player to signify his victory points.

Additionally, when the game ends, each player gains bonus points equal to the greatest number of rune cultists they have of a single color. For instance, if Scott has 3 green, 2 blue, and 2 yellow rune cultists at the end of the game, he would gain 3 bonus points for the purposes of determining the game’s winner.

Gameplay

Play proceeds as normal, with the following exceptions:

- A. When a Hero is knocked out by or escapes a Challenge, place the Challenge at the bottom of the deck from which it was drawn.
- B. At the end of each player’s turn, that player rolls a single movement die. If any of the spaces allowed by the cult marker’s current **bearing** match a terrain symbol on the die, the cult marker moves into that space (for more information on the cult’s bearing, see the **Cult Bearing** sidebar). If multiple eligible spaces are available, the play-

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 color of 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 again at the end of your turn.
 2. If the card was an Event, all adventure jewels 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, as described above), 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 an infiltration marker on the town space. That town has been infiltrated and corrupted by the cult. Heroes 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).

If the cult marker and a Hero figure are ever in the same space (or if a Hero figure falls within the radius of a cult ritual), place a corruption 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 by the cult. When a Hero is branded, he must immediately discard one of his defeated rune cultists (it is placed on the bottom of its 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 markers 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.



Diagram 1

As **Diagram 1** shows, the cult marker may have a bearing of N, NE, 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 dice, 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. In the example shown in **Diagram 2**, the cult marker has a bearing of SE. It would therefore be able to move SE (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 dice. Potential movement options for **Diagram 2** are provided below.



Diagram 2

- 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 for it not to move.
- There are neither river spaces nor forest spaces in the direction of the cult marker’s bearing. The cult marker therefore does not move this turn. Note that, even though there is a river space adjacent to the cult marker, it cannot move into that space because it does not lie within the cult marker’s current bearing.



Diagram 3

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, its north-south bearing reverses (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.).