Welcome to Runebound

The cards you hold in your hands are expansions for the fantasy adventure board game of RUNEBOUND, and they offer new items and Ally cards for your Heroes. They can be used with any standard Runebound game, but they also add diversity and excitement to your basic Runebound game. Each expansion is used in a different way. VA 12: RELICS OF LEGEND and VA 13: ARTIFACTS AND ALLIES offer new items and Ally cards for your Heroes. They are designed for use with the “Rise of the Dragon Lords” adventure. VA 16 CROWN OF THE ELDER KINGS and VA 17 THE SCEPTER OF KYROS 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 them.

VA 12: Relics of Legend & VA 13: Artifacts and Allies

During the Dragon Wars, the free cities of Terrinoth created powerful items as tokens for their champions. They gave these Artifacts, Weapons, Armors, and even Allies (in the form of magical animal statues that come to life) to the Heroes of the land. Now the RELICS OF LEGEND are scattered, but great power will dare the Heroes to venture into the deepest, darkest parts of the world of Runebound to face deadly foes, savage creatures, and mysterious spirits.

VA 14: Terrors of the Tomb & VA 15: The Dark Forest

The first of these themed art expansion cards are the second edition cards. The TERRORS OF THE TOMB expansion is similar to the first edition expansion cards (or both!), and adds new cards to the market deck. The DARK FOREST expansion adds new cards to the market deck. The new cards are used in different ways. The TERRORS OF THE TOMB cards are used to face new and even more dangerous challenges. The DARK FOREST cards are used to face deadly foes, savage creatures, and mysterious spirits.

Setup

Just shuffle the RELICS OF LEGEND or ARTIFACTS AND ALLIES 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.

Credits

Expansion Pack Development: Robert Vaughn
Graphic Design: Andrew Navaro and Scott Nicely
Coloring: Andrew Navaro, Scott Nicely, John Goodenough, Saul D. Ortiuela, Ben Prevenost, Richard Spicer
RUNEBOUND and RUNEBOUND SECOND EDITION Game Design: Martin Wallace, Darrell Hardy, and Alfredo Lorente
Playtesters: Daniel Clark, Christian Nelson, Roberta Olson, Darin Rebertus
Executive Developer: Greg Benaiges
Publisher: Christian T. Petersen

VA 16: Crown of the Elder Kings

CROWN OF THE ELDER KINGS is an adventure variant that brings you back to the world of RUNEBOUND, this time as the villains! You are an Elder King reborn, and your goal is to gather the Guardians and Vassals of the land under your banner and to reclaim your throne!

CROWN OF THE ELDER KINGS includes 30 new adventure cards: 9 new green Challenges, 5 new yellow Challenges, and 16 new blue Challenges, Events, and Encounters. This expansion replaces the “Rise of the Dragon Lords” adventure.

Setup

1. Set aside all blue cards from “Rise of the Dragon Lords.” You will need them when playing this adventure variant.
2. Separate the CROWN OF THE ELDER KINGS cards by color (green, yellow, and blue). Place the green cards next to the green adventure deck, then the yellow cards next to the yellow adventure deck, and place the blue cards on the blue 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 to be replenished), then draw and resolve a new card to replace it from the CROWN OF THE ELDER KINGS adventure deck of the appropriate color. If no CROWN OF THE ELDER KINGS adventure cards of the appropriate color remain, the player draws again from the same RUNEBOUND adventure deck.

However, while Voraketh attempts to resurrect Margath, you know a ritual that will allow you to become an Elder King and destroy the Dragon Lords! Your goal is to collect Vassals (the blue Challenges in this expansion) so you can become the Elder King, which initiates the Endgame. Each Vassal has a rank and house. The four ranks are: Knave, Knight, Lady, and Duke. The three houses are: Secrets, Blood, and Hate. A Hero becomes the Elder King and the Endgame begins after a player’s Experience Step if he has collected a set of Vassals. A set consists of three of a kind of any rank (3 Knaves, 3 Knights, or 3 Dukes) or three Vassals from a single house (for instance, the Knave, Knight, and Duke of Secrets).

Example: Bob has already defeated and collected the Lady of Secrets, Knight of Hate, and Knight of Secret. He attempts a blue adventure and draws the Knave of Secrets. If he can defeat that Challenge, he will have the Knave, Knight, and Lady of Secrets, a complete set of Vassals. Assuming he defeats the Challenge, he would then complete his Experience Step as normal. At the end of his turn, the Endgame would begin.

Additionally, any defeated Dragon Lord (the Challenges from the red RUNEBOUND adventure deck) counts as a “wild card” that acts as any Vassal of any house for the purposes of completing your set. Finally, any player who defeats Lord Margath is considered to have completed his set and becomes the Elder King, regardless of whether or not he has completed a set of Vassals.

Endgame

During the Endgame, the other players attempt to defeat the Elder King using rules similar to the Elder King Confrontation (detailed below), followed by the player with the second highest-level Hero, and so on. If two or more players are tied for a level, the tie is broken by determining which player has the most gold, then by which has the most unspent adventure counters, then determined randomly.
Rich has the highest-level Hero from among the other players, so he attempts the Endgame Confrontation. Vassals used during the Endgame. Likewise, just because the Knave of Hate was not part of the completed set of Vassals that Rob used to discard the **Rumble in the Earth**, so he discards it and then draws a card from the green **RUNEBOUND** adventure deck. He draws the green Event "Rumblings in the Earth" and resolves it as normal. Note that the **Scepter of Kyros** Event cards do not have starbursts in the lower left-hand corner, so he does not need to replenish the adventure jewels with starbursts. After resolving "Rumblings in the Earth," he draws another card from the green **RUNEBOUND** adventure deck. Then he draws a card from the Giant Lord deck and place it, face up, next to the top-most market stack that does not already have a Giant Lord next to it. This town is now occupied by a Giant Lord. If there are more Giant Lords than market stacks, the active player places one Giant Lord per market stack at any time, until all market stacks have a Giant Lord. However, the active player may not place a Giant Lord in an Occupied market stack space. Play then proceeds as normal, except that Heroes may not enter Market Steps in Occupied towns and may not move to Occupied towns if they are knocked out.

**Example:** Alfredo is playing **RUNEBOUND** with two of his friends. He attempts a blue adventure and defeats it, which also happens to be the eighth Giant Lord defeated thus far. He finishes his turn, then the Endgame begins. Since there are three players, there will be four Giant Lords occupying towns. He draws the Giant Lord "Grimgrovew the Twisted" and resolves it as normal, then draws from the yellow **RUNEBOUND** adventure deck. He draws the yellow Event "Relish the Wrathful" and places it next to Greyhaven's market stack, and so on down to Forge. Then play moves on to the player to Alfredo's right.

Players may attempt to Liberate a town by moving into the town’s space and entering combat with its Giant Lord. However, the Giant Lords have two advantages when being attacked in their fortified strongholds:

- improved attributes and access to the town’s market stack!

When a Hero attacks a Giant Lord in a town, the player to the attacking player’s left may choose one experience counter to give to the Giant Lord. The first town to be Occupied will therefore always be Frostgate, and entering combat with its Giant Lord. However, the Giant Lords have two advantages when being attacked in their fortified strongholds:

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