

RUNEBOUND

Second Edition



MISTS OF TANAGA

RULES OF PLAY

Welcome to the Mists of Zanaga!

A Momentous Discovery

Thirty years after the Dragon Wars ravaged the realm of Terrinoth, an expedition from the Free Cities discovered a forgotten land, accessible only by a treacherous ocean journey. Those first explorers stood on their ships and gazed at the mist-shrouded land of Zanaga, dreaming of the unguessable wealth and untold wonders they would find there. Cities of stone, filled with precious gold and jewels, were soon discovered in the jungles. Exotic animals with valuable hides, veins of precious metals and gemstones, rare plants, spices, and medicinal herbs – there seemed to be no end to Zanaga’s treasures. But Zanaga also proved more treacherous than she first appeared.

The savannah and plains of the land are the domain of the leonine singhara, a race of proud warriors and hunters. Travelers through their domain must be prepared to offer gifts and utmost respect, for those merchants or explorers who offend the singhara are never heard from again. The jungles and swamps are home to the four-armed mahkim, a reptilian race at home both on land and in the water. Shy and reclusive, the mahkim seem to be the keepers of a great secret. The highlands and hills are used as hideouts by roving bands of savage orcs and men. Dangerous and desperate, these people appear to be survivors or descendants of a previous expedition from elsewhere on Mennara...one that failed. And then there are the empty stone cities of the lizardmen. The lizardman empire has all but vanished, and they live on now as mere barbarians, killing all other people on sight.

Everywhere the mist touches, the night belongs to the wilderness. Savage predators and swarms of deadly insects make travel dangerous. Even the most skilled warriors and daring heroes have fallen to savage saurians and enraged thundertusks. Lately, even more terrible things have been spotted in the fetid swamps – unnatural things – the walking dead and worse.

Something is rotten at Zanaga’s core, and the rot is spreading.

The Taint of Tarakhe

Deep beneath Zanaga, Tarakhe slumbers. It is a deity or demon or primal force, unknown and unknowable, beyond the ability of the mortal mind to grasp or comprehend. This entity has touched the world before, in other places, and has been known by many names. In Torue Albes, it was Assif Shib-Sa. In Terrinoth, it was known as Zorek, the god of despair. In Zanaga, the mahkim call it Tarakhe, and they fear and hate it unlike anything else.

Tarakhe grows strong in Zanaga. It is Tarakhe’s corruption that warps the beasts of this land into new and more dangerous forms. It is Tarakhe’s taint that drove the lizardmen to abandon their mighty empire and descend to barbarism. It is Tarakhe’s influence that turns the tribes and peoples of Zanaga against one another. And it is Tarakhe’s hunger that drives the “civilized” explorer to exploit the land and upset the balance of nature.

If left unchecked, Tarakhe will pollute everything, until the verdant continent is reduced to nothing more than a primordial wasteland.

Forces of Nature

The mahkim have devised a desperate and dangerous plan. In order to combat Tarakhe, they must awaken one of the primal gods that created Zanaga at the dawn of time. The mahkim believe that only a primal god has the power to cleanse Zanaga of the taint and restore the land to its pristine state. Hidden away in the glades and sacred places of Zanaga, the mahkim work their great ceremonies of sun and moon to wake the primal gods from their slumber.

Once awoken, however, the primal gods will not be content merely to defeat Tarakhe. They will rampage across the continent and destroy all vestiges of civilization, and anything else they deem unnatural or impure. Only a hero with great strength and courage can ensure not only that Tarakhe is defeated, but that balance is preserved.

Introduction

The Mists of Zanaga is an expansion for the *Runebound Second Edition* board game, and players need the main *Runebound* game in order to play this expansion. Each player adopts the role of a Hero questing across the land of Zanaga in search of adventure. Throughout the game, Heroes face many challenges (represented by adventure cards) including monsters, villains, natural hazards, and dangerous traps. By confronting and overcoming these challenges, Heroes gain different types of valuable rewards, including gold, magic artifacts, and loyal Allies.

The Mists of Zanaga expansion can be played with any number of players following the normal *Runebound* rules. However, players may wish to adjust the difficulty of the game depending on the number of players (see “Optional Rules” on page 13).

The Adventure

The Mists of Zanaga is an entirely new adventure for *Runebound*. In this adventure, the mahkim perform rituals to awaken the primal gods while the madness that is Tarakhe swells in power. The heroes must defeat the primal god that is awakened before it gains enough strength to destroy the land. The Hero who defeats the primal god wins the game!



Components

Below is a list of all the components that you will find in your copy of *The Mists of Zanaga*.

- This Rulebook
- 94 Adventure Cards (30 Green, 26 Yellow, 22 Blue, 16 Red)
- 60 Ritual Tokens (16 Sun, 16 Moon, 16 Skull, 12 Wild)
- 36 Ritual Cards (12 Green, 10 Yellow, 8 Blue, 6 Red)
- 10 Primal God Cards
- 19 Market Cards (14 Items, 5 Allies)
- 6 Hero Cards
- 6 Hero Figures
- 27 Survival Gear Tokens (9 Lockjaw Traps, 9 Dead Man's Compasses, 9 Shaman Bones)
- 1 Lost City Token
- 1 Game Board Overlay

Component Overview

Below is a brief description of every game component.

Adventure Cards

This expansion includes new green, yellow, blue, and red adventure decks, which are composed entirely of Challenges. These decks **replace** the adventure decks from the main *Runebound* game when playing *The Mists of Zanaga*. Players set aside the original adventure decks from the main *Runebound* game, as they are not used when playing *The Mists of Zanaga*.



Ritual Tokens

Ritual tokens represent various shifts in the mystical forces of Zanaga. Throughout the game, these tokens are placed on ritual cards and bring those rituals closer to completion.



Ritual Cards

Ritual cards represent a variety of events in the land of Zanaga, which may be a ceremony to awaken a primal god, a dark sacrifice to spread Tarakhe's corruption, or even a tribal dance to celebrate the change of seasons.



Some ritual cards are beneficial to Heroes and aid them in their quest; however, most rituals empower the dark and primal forces of nature, making the untamed land of Zanaga even more dangerous!

Primal God Cards

These cards represent manifestations of the forces of nature. Once a primal god awakens, it ravages the land of Zanaga until all semblance of civilization has been annihilated. A primal god is the final confrontation that Heroes must defeat in order to win the game.



Market Cards

The new market cards feature powerful Items and Allies that Heroes may acquire. These cards work exactly like those in the main *Runebound* game.



Hero Cards and Figures

The Mists of Zanaga presents six new Hero cards and their corresponding plastic Hero figures. These cards and figures work exactly like those in the main *Runebound* game and can be used instead of, or in addition to, the 12 Heroes from the main game.



Survival Gear Tokens

The towns of Zanaga offer three different kinds of survival gear for Heroes to purchase, including lockjaw traps, dead man's compasses, and shaman bones.



Lost City Token

The Lost Cities were once a series of temples built by the lizardmen. Each temple is located on a nexus of mystical energy, and is rumored to be built on the resting place of a primal god. The once majestic temples are now haunted ruins and lairs for wild creatures. The jungles of Zanaga seem to devour the temples and keep them hidden under a rampant growth of trees and vines. While difficult to find, Lost Cities offer wondrous benefits to those who enter.



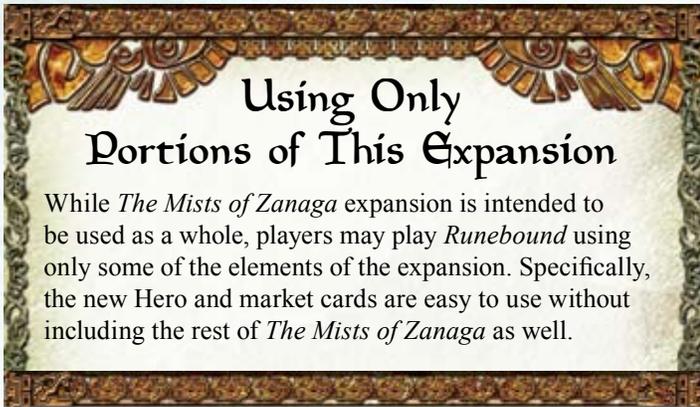
Game Board Overlay

The game board for *The Mists of Zanaga* has a different appearance from the game board in the main *Runebound* game and features new types of town spaces.



Standard Runebound Components

Some of the components from the main *Runebound* game are used when playing *The Mists of Zanaga* in the same way they are used when playing the main game, while other main *Runebound* game components are used differently or removed entirely. How components from the main *Runebound* game are used with *The Mists of Zanaga* is covered in the “Game Setup” section below.



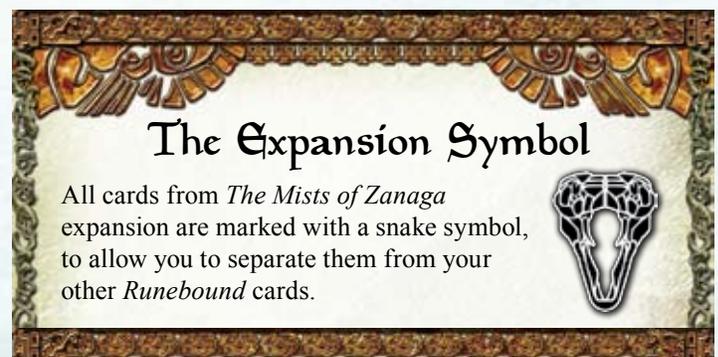
Game Setup

Before playing *The Mists of Zanaga* for the first time, carefully punch the cardboard pieces out of their frames. Then, follow the steps below to set up the game. For additional information on these steps, see the main *Runebound* rulebook.

1. **Place Game Board:** Unfold the main *Runebound* game board and place it centrally on the table. Place the *The Mists of Zanaga* board so it covers the map area of the *Runebound* board.
2. **Place Adventure Counters:** Place an adventure counter faceup on each space of the board marked with an adventure jewel. The color of the adventure counter must match the color of the adventure jewel (place a green counter on each green adventure jewel, a yellow counter on each yellow adventure jewel, and so on).
3. **Ritual Tokens:** Place all of the ritual tokens facedown and randomize them. Players may prefer to place them in a cup or bowl instead. This forms a **POOL** of ritual tokens.
4. **Adventure Decks:** The adventure cards from the main *Runebound* game are not used when playing *The Mists of Zanaga* and are replaced with the adventure cards in *The Mists of Zanaga* expansion. Separate the adventure cards by color into four adventure decks (green, yellow, blue, and red). Shuffle each deck and place the decks facedown in the appropriate indicated spaces on the board.
5. **Place Roaming Monsters:** Draw three cards from the green adventure deck and place them faceup towards the bottom of the game board. This area is now considered the **ROAMING MONSTER TRACK**. Then draw a ritual token from the pool and place it faceup on each of the three cards on the roaming monster track.

6. **Ritual Decks:** Separate the ritual cards by color into four decks (green, yellow, blue, and red). Shuffle each deck and place the green deck facedown in the event area of the board. Keep the other ritual decks in the box until they enter play during the course of the game.
7. **Place Ritual Cards:** Draw three cards from the green ritual deck and place them faceup on the undefeated challenge track. This area is now considered to be the **RITUAL TRACK**.
8. **Place Primal Gods:** Place all 10 primal god cards near the game board. Arrange the cards to show the awakening symbols on the right side of each card for easy reference.
9. **Market Stacks:** Shuffle the new market cards into the main *Runebound* market deck and place it facedown where indicated on the board. Place one card from the market deck faceup on each of the market stacks. Then place one additional card on the market stacks for the towns of Onasan, Terr’s Crossing, Xitotl, and Stonefang.
10. **Tokens:** Place all wound, exhaustion, gold, experience, and survival gear tokens in a central pile where all players can reach them.
11. **Receive Gold and Survival Gear:** Each player receives three gold, one lockjaw trap, one dead man’s compass, and one shaman bones token.
12. **Choose Heroes:** Each player randomly chooses a Hero card to represent the Hero he will play in the game. Alternatively, players may agree among themselves which Heroes they will play. Each player then takes the plastic figure corresponding to his Hero. Unused Hero cards and figures are placed back in the box and are not used during this game.
13. **Choose Starting Player:** Randomly choose who will be the starting player.
14. **Place Heroes:** The starting player places his Hero in the town where he wishes to start the game. Any town may be chosen as a Hero’s starting town. Continuing in a clockwise direction around the table, the remaining players individually place their Heroes on the towns of their choice. Any number of players may pick the same starting town.

After these steps have been carried out, the game is ready to begin!





The Mists of Zanaga Expansion Rules

These rules are used in addition to those in the main *Runebound* game when playing with *The Mists of Zanaga* expansion.

Terrain Types

While the appearance of terrain spaces has changed in this expansion, the movement rules for *The Mists of Zanaga* are identical to those from the main *Runebound* game, except Heroes may choose to rest **after** rolling movement dice, instead of resting before movement dice are rolled (see "Resting" on page 13). The terrain types are listed here:



Town Spaces

There are three different types of town spaces in *The Mists of Zanaga*. Heroes may buy and sell Items, hire Allies, and purchase healing at these towns just as in the main *Runebound* game. However, each type of town grants Heroes additional advantages, which are described below.

Native Villages

Town spaces with a hut symbol next to their title are native villages. These communities are well known for their tribal hunters, who willingly aid Heroes with their wilderness lore and knowledge of secret trails.



Native Village

After Heroes complete a Market step in a native village, they may continue their Movement step with any of their remaining movement dice that have not yet been spent. After Heroes finish moving, they proceed to their Adventure step following the normal rules.

Heroes may only take **one** Market step during their turn. If a Hero has already taken a Market step and then enters another town during his continued Movement step, he must proceed directly to the Experience step.

Trading Outposts

Town spaces with a sword and shield symbol next to their title are trading outposts. These towns are renowned as great trading centers with a large variety of available Items and Allies.



Trading Outpost

When Heroes take a Market step in a trading outpost, they must add **two** cards to the market stack for that town instead of one card. Heroes may purchase market cards as normal, as well as **TRADE** any Items (not Allies) they already possess.

Heroes trade by placing one of their Items in the market stack for that town and then taking any other Item in that market stack that has a lower gold cost. When Heroes trade an Item, they do **not** receive the difference in gold. Note that Heroes may only trade Items; Allies may **not** be traded.

Heroes may trade any number of Items during their Market step, with a few restrictions:

- Heroes may not buy any of the Items that they traded during the same turn.
- Heroes may not trade any Items during the same turn that they were bought.
- Any counters, tokens, or cards that are placed on Items remain on the card when it is bought, sold, or traded.

Lost City

The Lost Cities were once a series of temples built by the lizardmen. These sacred ruins mysteriously appear for a short time, only to be devoured by the jungle again under a rampant growth of trees and vines.



Some ritual and adventure cards instruct Heroes to place the Lost City token on their space. If the Lost City has already been placed on the board, the Hero must move the Lost City to his space. In the extremely rare event that a Hero is instructed to place the Lost City and he is in a town space, he must place the Lost City in an adjacent space instead.

The Lost City has both the trading outpost and native village symbols, allowing Heroes to receive the benefits of taking a Market step in a trading outpost and a native village: Items may be traded and Heroes may continue their Movement step after resolving their Market step.

The Lost City does not have a market stack. Instead, Heroes draw five market cards at the beginning of their Market step and these cards form the Lost City's market stack. Any cards that remain in the Lost City's market stack at the end of the Market step are discarded and placed on the bottom of the market deck.

The Lost City is considered a town for movement purposes and when Heroes are knocked out. However, the Lost City is **not** considered a town for ritual or omen effects.

Heroes must begin their turn on the Lost City in order to confront a primal god (see "Winning the Game" on page 12).

Active hero

When cards and rules refer to the "active Hero" they are referring to the player who is currently taking his turn. Therefore, when the next player begins his turn, he becomes the active Hero.

Encountering Challenges

Challenge cards in *The Mists of Zanaga* function slightly differently than Challenges in the *Runebound* core game. Specifically, Challenge cards bring ritual tokens into play and can become roaming monsters, as described in this section.

Whenever a Challenge is drawn from an adventure deck, the active Hero **must** draw one **ritual token** at random from the pool and place it faceup on the Challenge card. Whenever a Challenge is defeated or discarded, the active Hero takes the Challenge's ritual token and places it on a ritual card in play.

Challenges are never placed on the undefeated challenge track, they become roaming monsters instead. If a Hero is knocked out or successfully escapes a Challenge, the Challenge card is placed on the roaming monster track at the bottom of the game board and becomes a roaming monster (see "Roaming Monsters" on page 7). Every roaming monster has a terrain symbol that represents the type of wilderness it prefers to prowl in. Roaming monsters will attack Heroes who end their movement in a space that matches a roaming monster's terrain symbol.

Current Adventure Deck

Some cards and rules refer to the **CURRENT ADVENTURE DECK**. The current adventure deck is the same rank as the current ritual deck (see "Current Ritual Deck" on page 10).

If the current adventure deck runs out of cards, the next highest rank is considered the current adventure deck. If the last card from the red adventure deck is drawn, all discarded red adventure cards must be shuffled, and they become the current adventure deck.

Terrain Symbol



Roaming Monsters

The land of Zanaga is teeming with monstrous creatures and feral beasts. Adventurers who leave the safety and protection of towns are under the constant threat of encountering roaming monsters. The area on the bottom of the game board is designated as the **ROAMING MONSTER TRACK**.

During the course of the game, Challenges are placed on the roaming monster track and may attack Heroes during **ROAMING MONSTER CHECKS**.



Making a Roaming Monster Check

Heroes who end their Movement step outside of a town space and do not attempt an adventure counter or encounter another Hero **must** make a roaming monster check during their Adventure step.

When a Hero makes a roaming monster check, he must first see if any of the Challenges on the roaming monster track have a terrain symbol that matches the Hero's space. If a Challenge has a terrain symbol that matches the Hero's space, the Hero **must** encounter it. If two or more Challenges have a terrain symbol that matches the Hero's space, the Hero chooses which Challenge to encounter.

If none of the Challenges on the roaming monster track match the Hero's space, he must draw **one** card from the current adventure deck and add the Challenge to the roaming monster track (see "Adding Challenges to the Roaming Monster Track" below). (Remember that whenever a Challenge is drawn from the adventure deck, the active Hero must draw one ritual token from the pool and place it on the card.) If the newly drawn Challenge has a terrain symbol that matches the Hero's space, the Hero **must** encounter it. If the newly drawn Challenge does **not** have a terrain symbol that matches the Hero's space, his turn proceeds to the Experience step.

Heroes who end their movement in a town space do **not** make a roaming monster check.

A few cards have effects that instruct all Heroes to make roaming monster checks (even Heroes that are on a town space). It is important to note that towns are considered "wild" spaces for the purposes of movement, but they are **not** considered a match for any terrain symbol on Challenges. If a Hero is on a town space and makes a roaming monster check, he automatically draws an adventure card and adds it to the roaming monster track without encountering any of the Challenges.

Defeating Roaming Monsters

When Heroes defeat roaming monsters, they receive the Challenge's rewards as normal. However, **Heroes do not receive** experience points from roaming monsters unless the Challenge's reward specifically states otherwise. In other words, a Hero who defeats a roaming monster from the green adventure deck does not receive a green adventure counter unless the Challenge specifically states that it awards experience points, even if the Challenge was defeated on a space with a green adventure counter.

Adding Challenges to the Roaming Monster Track

Challenges are added to the roaming monster track under the following conditions:

- A Hero makes a roaming monster check and none of the Challenges on the roaming monster track match the Hero's space.
- A Hero attempts an adventure counter and is knocked out or successfully escapes.
- A card effect instructs a Hero to add a card to the roaming monster track.

Whenever a Challenge is added to the roaming monster track, it must be placed to the **right** of any other cards on the track.

The roaming monster track can only hold up to **six** cards. If a Challenge is added to the roaming monster track and there are already six cards on the track, the leftmost Challenge must be discarded. If a Challenge is discarded in this manner, its ritual token must be placed on the leftmost matching ritual card (see "Placing Ritual Tokens" on page 9).

Example of a Roaming Monster Check

Maliki ends his movement on a hill space with a yellow adventure counter but decides not to attempt the adventure counter. Since Maliki did not attempt an adventure counter or encounter another Hero, he must now make a roaming monster check.



None of the Challenges on the roaming monster track have a hill terrain symbol, so Maliki does not encounter any of them. Maliki must draw a Challenge from the current adventure deck and place it on the right side of the roaming monster track. Maliki must then draw a ritual token from the pool and place it faceup on the newly drawn Challenge.



The newly drawn Challenge “Naga Acolyte” features a hill terrain symbol, which matches Maliki’s space. Maliki must then encounter the “Naga Acolyte.”



If the newly drawn Challenge did **not** feature a hill terrain symbol, Maliki would not encounter any roaming monsters and his turn would then proceed to the Experience step.

Rituals

Zanaga is alive with the primal forces of nature, and much of it is dangerous to outsiders. A ceremonial dance, the changing of the seasons, a tribal hunt, a dark offering to Tarakhe...these and many other events are represented by ritual cards and tokens.

Rules Overview

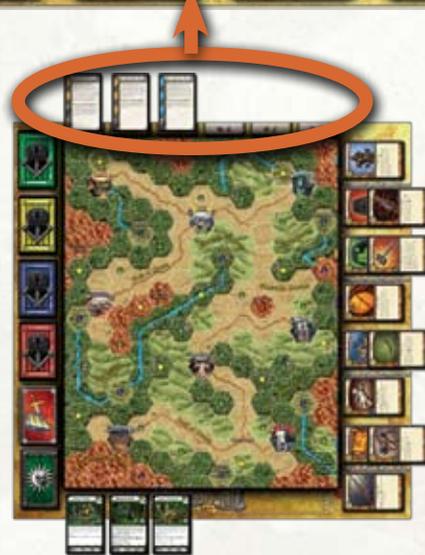
During the course of the game, each time a Challenge card is drawn, a random ritual token is placed on it. Whenever a Challenge is defeated, the ritual token on its card must be placed on a ritual card that has a matching symbol.

Each ritual card has a number of slots on the side of its card, represented by sun, moon, or skull symbols. Ritual cards are completed when a ritual token has been placed on each of its slots. Most ritual cards have an effect that is resolved when the ritual is completed.

The first three ritual cards that are completed determine which of the 10 primal gods is awakened. Once a primal god is awakened, ritual cards that are completed activate the primal god’s omen effect. Omen effects are dangerous to Heroes, and may make the primal god ever more powerful in combat. The Hero who defeats the primal god in combat wins the game!

Ritual Track

Throughout the game, ritual cards are added to the ritual track, located near the top of the game board. Any card on the ritual track is considered to be **IN PLAY**.



Ritual Tokens

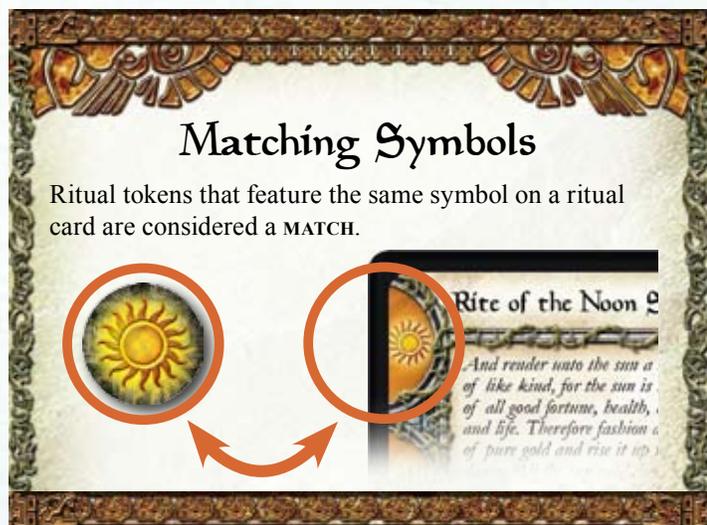
Each ritual token features one of four different symbols (sun, moon, skull, or wild). Tokens with the wild symbol can be used to represent a sun, moon, or skull symbol. Certain card effects and rules require Heroes to place a ritual token on a ritual card, bringing that ritual one step closer to being **COMPLETED** (see “Completing Ritual Cards” later this page).



Card text in *The Mists of Zanaga* uses the following symbols as shorthand for ritual cards and tokens:



During the game setup, all of the ritual tokens are turned facedown and randomized to form a **POOL** of ritual tokens. When Heroes draw ritual tokens, they must take a token from the pool at random. Discarded ritual tokens are returned to the pool facedown and are randomized.



Placing Ritual Tokens

Ritual tokens are primarily placed on ritual cards after a Challenge is defeated or discarded; however, certain card effects may also instruct Heroes to draw and place ritual tokens.

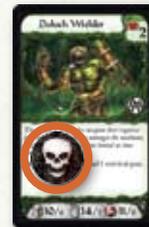
When a Hero places a ritual token, the token must always be placed on a ritual card in play that matches the token’s symbol. If two or more ritual cards match the token’s symbol, the Hero chooses which card to place it on.

If no ritual cards in play have a matching symbol, the Hero must draw new ritual cards (see “Drawing Ritual Cards” on page 10) until a ritual card with a matching symbol is put into play or the ritual track is full with six cards. If the ritual track is full with six cards and there are still no ritual cards with a matching symbol, the token must be placed on the leftmost ritual card.

Note that wild symbols are considered a match for any ritual card in play, and can therefore be placed on any ritual card.

Example of Placing a Ritual Token

Maliki defeated “Doloch Wielder” and must now place the Challenge’s ritual token on a ritual card in play. The ritual token features a skull symbol, so it must be placed on a ritual card with a skull symbol.



There are no ritual cards in play with a skull symbol, so a new card must be drawn from the current ritual deck and placed on the ritual track.



The newly drawn ritual card features a moon symbol instead of a skull, so another ritual card must be drawn and placed on the ritual track.



The newly drawn ritual card features a skull symbol, so the ritual token is placed on the card.



Completing Ritual Cards

Each ritual card features one to four **SLOTS**, represented by a sun, moon, or skull symbol. Only ritual tokens with a matching symbol can be placed on the card. When every slot with a symbol is filled with a ritual token, the ritual is **COMPLETED** and no further tokens may be placed on the card.

After a ritual is completed, all ritual tokens on the card are shuffled back into the pool. Completed ritual cards are removed from the ritual track and placed next to the stack of primal god cards until a primal god awakes (see “Awakening a Primal God” on page 11).

Ritual Effects

Most ritual cards have an effect only when they are completed, but some ritual cards affect the game the entire time they remain in play.

Triggered Effects

Most rituals trigger an effect when they are completed, such as replenishing adventure counters on the board or forcing Heroes to make a roaming monster check. Ritual cards with triggered effects have the text “When this ritual is completed,” and feature an explosion icon in the upper right corner of the card.



Active Effects

Some rituals, particularly cards in the red ritual deck, have an effect on the game during the entire time that the ritual remains in play. Ritual cards with active effects have the text “While this ritual is in play,” and feature a green arrow icon in the upper left corner of the card.



Example of Completing a Ritual Card

Maliki has just placed a ritual token on the ritual card “Rite of the New Moon.”

Since a ritual token has been placed on all three slots on the card, the ritual is completed. The ritual has a triggered effect which must now be resolved.

Current Ritual Deck

The ritual deck placed on the event area on the bottom left corner of the game board is considered to be the **CURRENT RITUAL DECK**. During the game setup, the green ritual deck is placed on the event area. Although the green ritual deck starts the game as the current ritual deck, it may be replaced with the yellow, blue, and red ritual decks as Heroes defeat more dangerous Challenges. Each color of card, deck, and adventure counter has a **RANK** which is listed below, starting with green as the lowest rank and ending with red as the highest rank:



The current ritual deck is replaced **the first time** a Challenge is defeated that has a higher rank. The ritual deck matching the rank of the defeated Challenge then becomes the current ritual deck.

Example: The current ritual deck is green and a Hero has just defeated a yellow Challenge. Since the yellow Challenge is a higher rank than the current ritual deck, the green ritual deck is replaced with the yellow ritual deck. The yellow ritual deck is now the current ritual deck until it is replaced with a higher ranked ritual deck.

In this manner, the current ritual deck increases in rank as Heroes defeat increasingly more dangerous Challenges. It is possible that the current ritual deck may **skip** a color to a higher rank.

Example: The current ritual deck is green, and a Hero has just defeated a blue Challenge. The yellow ritual deck is skipped, and the blue ritual deck becomes the current ritual deck.

Drawing Ritual Cards

New ritual cards are usually drawn when a Hero is required to place a ritual token and there are no ritual cards in play that match the token’s symbol (see “Placing Ritual Tokens” on page 9). Ritual cards must always be drawn from the current ritual deck and are placed to the **right** of any other cards on the ritual track.

If the current ritual deck runs out of cards, the next highest rank is considered the current ritual deck. If the last card from the red ritual deck is drawn, all discarded red ritual cards must be shuffled, and they become the current ritual deck.

Primal Gods

Each primal god is the embodiment of a distinct aspect of nature. When primal gods slumber, their power maintains a harmonious balance and imbues the land with mystic energies. However, if a primal god fully awakes, its essence becomes destruction incarnate.

Primal God Card Anatomy

Primal god cards have two sides, featuring information used at various stages of the game.

Confrontation Side



Omen Side



- 1 **Attributes:** The life, mind, body, spirit, and damage values that are used when Heroes confront the primal god (see “Winning the Game” on page 12).
- 2 **Special Ability:** This text describes the effects and special rules when Heroes confront the primal god (see “Winning the Game” on page 12).
- 3 **Awakening Symbols:** The three ritual card symbols that are required to awaken the primal god (see “Awakening a Primal God” later this page).
- 4 **Omen Effects:** Each primal god features one or more omen effects listed next to a ritual symbol. Once a primal god wakes, any completed ritual cards that match the symbol by an omen effect activate that special ability (see “Resolving Omen Effects” on page 12).

Awakening a Primal God

During the course of the game, the first **three** ritual cards that are completed are placed next to the stack of primal god cards. The combination of these three ritual cards determines which of the 10 primal gods is awakened and must be defeated to win the game.

The **CONFRONTATION SIDE** of each primal god shows a different combination of three **AWAKENING SYMBOLS**. After the third ritual card is resolved, players search the stack of primal gods to find the primal god card with awakening symbols that match all three completed ritual cards. Note that only the **type** of symbol featured on the ritual cards is important; the actual **number** of slots that the symbol appears in on the card or the **order** in which the rituals are completed are not taken into consideration.

That primal god is placed next to the game board, omen side up. All other primal god cards are returned to the box and are not used during this game. The three ritual cards that were used to awaken the primal god are discarded and have no other effect.

Example of Awakening a Primal God

In one game, the first three rituals completed include one moon and two skull ritual cards. The primal god “Moakileki the Destroyer” has a moon and two skulls for its awakening symbols.



Consequently, the players place Moakileki next to the game board and return the remaining primal gods to the box. The three ritual cards that were used to awaken the primal god are discarded and have no other effect.

Resolving Omen Effects

Ritual cards that feature the same symbol as a primal god's omen effect are considered a **MATCH**.

Once a primal god has been awakened, any completed ritual cards that match an omen effect symbol activate that special ability. Omen effects are always resolved after any effects on the ritual card are fully resolved.

After an omen effect is resolved, the completed ritual card is removed from the game and all ritual tokens on the card are returned facedown to the pool and are randomized.

Steps for Resolving Ritual and Omen Effects

Some ritual and omen effects require Heroes to draw and place ritual tokens, which may complete additional ritual cards during that turn. When resolving ritual and omen effects, Heroes must use the following steps:

Step 1: Place Ritual Tokens

If a Hero must place one or more ritual tokens, all of the ritual tokens must be placed before proceeding to the next step.

Step 2: Resolve Ritual Effect

All of the effects and instructions listed on the leftmost completed ritual on the ritual track must be resolved. If this effect requires a Hero to draw and place additional ritual tokens, place them all before continuing to step 3. After the ritual effects are resolved, the ritual card is removed from the ritual track and is placed next to the primal god card as a reminder of which omen effect is activated.

Step 3: Resolve Omen Effect

Skip this step if the primal god has not yet been awakened.

Resolve the primal god's omen effect that matches the symbol on the completed ritual card. If this effect requires a Hero to draw and place additional ritual tokens, place them all before continuing to step 4. After the omen effects are resolved, the completed ritual card is discarded and all of the ritual tokens placed on the card are shuffled back into the pool.

Step 4: Resolve Next Ritual

Resolve the next leftmost completed ritual by returning to step 2.

The active Hero must continue this process until all of the completed rituals have been resolved.

Example of Resolving an Omen Effect

The primal god "Moakileki the Destroyer" has already been awakened and the ritual "Rite of Suffering" has just been completed. After the ritual effects on the "Rite of Suffering" have been resolved, the ritual card is removed from the ritual track and placed next to the primal god.

Moakileki's omen effect that matches the skull symbol must be resolved, which instructs the active Hero to place two doom counters on Moakileki and then draw and place two ritual tokens.



After the omen effect has been resolved, the ritual "Rite of Suffering" is discarded and all of the ritual tokens placed on the card are shuffled back into the pool.

Winning the Game

Once a primal god has been **awakened**, Heroes may confront it if they **begin their turn** on a space with the Lost City and the red ritual deck is the current ritual deck. In the rare event that the current ritual deck is red and the Lost City has **not** yet been placed on the board, a Hero may place the Lost City on his space at the beginning of his turn but then he **must** confront the primal god.

When a Hero confronts a primal god, his turn only consists of resolving the combat; his Refresh, Movement, Adventure, Market, and Experience steps must be skipped.

The primal god card is flipped to its confrontation side while the combat is being resolved. If a Hero escapes or is knocked out, the primal god card is flipped back to its omen side. Combat with primal gods is resolved following the normal rules of combat with Challenges, with the exception that Heroes may not use lockjaw traps to escape.

The Hero who defeats the primal god wins the game!

Survival Gear

Survival gear helps Heroes survive travel in the land of Zanaga. Heroes start the game with three survival gear tokens and must purchase additional gear in any town. Heroes may purchase any number of survival gear tokens during their Market step. However, if none of a given type are available (because they have all been purchased), a player may not purchase that type of gear until it becomes available again (by being discarded). Survival gear tokens count as Items for all game purposes, except they never appear in market stacks.

The effect of each survival gear token is described below.

Lockjaw Trap (10):

A Hero may discard one of his lockjaw trap tokens before making an escape test to automatically succeed. Traps may only be used on Challenges from the adventure deck; they cannot be used on primal gods or during combat with other Heroes.



Dead Man's Compass (10):

A Hero may discard one of his dead man's compass tokens during his Movement step to change the result of one of his movement dice to any side of his choice.



Shaman Bones (10):

A Hero may discard one of his shaman bones tokens after he has just drawn a Challenge (but before a ritual token is placed on it) to place the card on the bottom of its deck, but he must then draw a new card from the same deck.



Alternatively, a Hero may discard a shaman bones token after he has just drawn a ritual token to return the token to the pool, but he must then draw a new ritual token from the pool.

Rules Changes

This section highlights changes to the rules used in the main *Runebound* game when playing with *The Mists of Zanaga* expansion.

Resting

Heroes may choose to rest **after** rolling movement dice, instead of resting before movement dice are rolled (see “Other Movement Rules” on page 4 of the *Runebound Second Edition* rulebook). To rest, a Hero simply removes any of his movement dice and discards one exhaustion counter from his Hero or Ally for each die that he removed. When a die is removed for resting, it may **not** be used for movement.

Replenishing Adventure Counters

Some cards in the ritual decks instruct players to replenish all adventure counters on the board. Replenishing adventure counters follows similar rules to those in the main *Runebound* game (see “Replenishing Adventure Counters” on page 5 of the *Runebound Second Edition* rulebook), except that there are no spaces with a sunburst symbol. Instead, adventure counters are placed on **every** eligible space in which there is currently no adventure counter.

Purchasing Life Experience Counters

If a Hero increases his life by purchasing an experience counter, he ordinarily forfeits the right to draw the easiest Challenge still available (see “Experience Counters” on page 5 of the *Runebound Second Edition* rulebook). However, this rule only applies when Heroes attempt adventure counters. Heroes encountering roaming monsters follow the normal rules for roaming monster checks, regardless of how many life experience counters they purchased. Heroes may always confront a primal god regardless of how many life experience counters they have purchased.

Optional Rules

If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

Monster Safari

This option allows Heroes to encounter roaming monsters even if a Challenge's terrain symbol does not match their space. Heroes **may** go on a **MONSTER SAFARI** if they resolve a roaming monster check during their Adventure step and none of the roaming monsters have a terrain symbol that matches their space.

If a Hero chooses to go on a monster safari, he must discard one of his unused movement dice with a terrain symbol that matches a roaming monster's terrain symbol. The Hero then encounters that Challenge as if it were a roaming monster with a terrain symbol that matches his space.

Relentless Rituals

(recommended for 1-2 players)

Using this option causes rituals to be completed at a faster pace. As a result, more ritual effects will resolve during the course of the game, activating more primal god omen effects.

When new Challenges are drawn from the adventure deck, two ritual tokens are placed on the Challenge card, instead of only one ritual token.

When the primal god is awakened, the three ritual cards that were used to awaken it immediately resolve the god's omen effects. Omen effects are resolved in the order they appear on the primal god card.

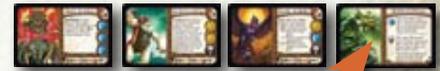
Epic Confrontation Example



In this example, a ritual has been completed that features a moon symbol and must be placed under the leftmost primal god with a matching awakening symbol. However, the leftmost primal god already has enough ritual cards that match its moon awakening symbols, so the ritual must be placed on the next leftmost primal god with a matching symbol instead.



When a primal god is awakened, it must be placed to the right of any other awakened primal gods. Heroes may confront **any** of the primal gods that have been awakened.



Only the rightmost primal god resolves omen effects when a ritual is completed.

Epic Confrontation (recommended for 5-6 players)

This option requires a Hero to defeat three primal gods to win the game, instead of just one. When playing with this option, use the following rules changes.

Completing Ritual Cards

When a ritual card is completed, it is always placed under a primal god by the top of the game board. The ritual card must be placed under the **leftmost** primal god with a matching awakening symbol. If the primal god already has enough ritual cards that match the awakening symbol, the ritual must be placed under the next leftmost primal god with a matching symbol. If all of the primal gods already have enough ritual cards that match the awakening symbol, the ritual is discarded and the leftmost primal god is automatically awakened.

Awakening a Primal God

When a primal god is awakened, it is placed by the bottom of the game board, next to the roaming monster track. When another primal god is awakened, it must be placed to the **right** of any other awakened primal gods.

Omen Effects

When multiple primal gods have been awakened, only the **rightmost** primal god resolves omen effects. After the omen effect is resolved, the completed ritual is placed under a primal god by the top of the game board (see “Completing Ritual Cards” above).

Winning the Game

Heroes may confront **any of the primal gods that have been awakened**. When a Hero defeats a primal god, he keeps the card as a **TROPHY**. The first Hero to collect three trophies wins the game! If all 10 primal gods have been defeated without a single Hero gaining three trophies, the Hero with the most trophies wins the game. If two or more Heroes tie for the most trophies, the Hero with the highest level wins. (A Hero’s level is equal to one plus his total number of experience counters.)

Credits

Game Design: John Goodenough

Game Development: John Goodenough

Flavor Text: Daniel Clark

Editing: Mark O’Connor

Graphic Design: Andrew Navaro

Art Direction: Zoë Robinson

Cover Art: Jesper Ejsing

Miniature Design: Felicia Cano

Map Art: Tim Arney-O’Neil

Card Art: Banu Andaru, Christopher Burdett, Felicia Cano, John Moriarty, Frank Walls, Joe Wilson, and Kevin Yan

Playtesters: Donald Bailey, Greta Berg, Ed Browne, Daniel Clark, Mike David, Elliott Eastoe, Andrea Goodenough, Judy Goodenough, Michael Hurley, Sally Karkula, William Ketter, Brett Klooster, Daniel Klooster, Corey Konieczka, Rachel Kronick, Jason Little, Steve Miller, Andrew Navaro, Jon New, Mark O’Connor, Paul O’Connor, Peter O’Connor, Sam Stewart, Richard Tatge, Thorin Tatge, Terry Unger, Tim Uren, Barac Wiley, and Sara Yordanov

Production Manager: Gabe Laulunen

FFG Lead Designer: Corey Konieczka

FFG Lead Producer: Michael Hurley

Publisher: Christian T. Petersen

© 2010 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. *Runebound*, *The Mists of Zanaga*, Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records.

For additional material, support, and information, please visit us on the web:

www.FantasyFlightGames.com



Primal God Lore

Jararr the Hunter

The panther-god Jararr is the embodiment of the hunt. He is the poised-to-spring, the rumble of the predator behind you, the thrill of victory when your jaws close on your prey. If it flees, he must chase it. To Jararr, everything is either predator or prey – and of course, Jararr is predator over all.

If Jararr wakes, the Wild Hunt will begin. Life in Zanaga will become nothing more than a constant struggle to stay one step ahead of the predator behind you, while catching up to the prey in front. Civilization will fall into anarchy, as every person becomes both predator and prey. If humanity survives, it will be as loose tribes of hunters and gatherers, always on the run and in hiding.

Set the Deceiver

The serpent-god Set is a mystic, an enigma, and a riddle. He is the serpent whose hypnotic dance confounds you, the tiny lizard whose scales blend perfectly into its surroundings, the frog whose body drips with poison. Set is one of the most “civilized” of the primal gods, and art and artifice are pleasing to him. Lying, cheating, stealing, and killing to gain an advantage are all perfectly normal behavior in Set’s eyes.

If Set wakes, it will first appear to be the dawn of a new golden age. Grand temples will be erected to his glory, and learning and knowledge will be valued. However, the inherent dishonesty and deceit of all living things will quickly cause the dissolution of society as each person struggles to dominate everyone else. People will no longer work together, and within a generation civilization will crumble.

Moakileki the Destroyer

Some say that Moakileki the Destroyer, the lizard-god, has already fallen to the corruption of chaos, and that his fall brought about the descent of the lizardmen. That would explain the fact that the lizardmen abruptly stopped building grand temples and other works of art and artifice. Moakileki the Destroyer, whatever he once was, is the tree that splits the rock and the water that erodes the temple. He is the force of nature that erodes and destroys all permanent things, especially the works of civilization. Moakileki will not be satisfied until no stone stands on another and there is no spoken language to be heard in the forests, only the roaring of beasts.

Ravin the Ravenous

The crocodile-god Ravin is always hungry. He lurks beneath every still pond and stream, and is the desire and need beneath the facade of civilized man. All animals must feed, and Ravin exemplifies the fact that they will do anything to do so. When creatures get desperate enough, they become Ravin the Ravenous.

If Ravin the Ravenous wakes, he will eat and eat and eat, growing larger and hungrier until he has consumed every city. He will tear through Zanaga like a wildfire, and like a fire he will re-invigorate the land. In his passing will come a flourishing of green growing things and a ravenous horde of smaller beasts, eating and growing.

Arachne the Weaver

The urge to reshape the world to suit oneself is the urge of Arachne the Weaver, the spider-goddess. Just as the spider weaves her web, the bear marks his territory, and man builds his cities, Arachne the Weaver reshapes Zanaga to suit herself. Of all the primal gods, Arachne the Weaver is the most sympathetic to the existence of civilization. However, even in their order and sameness, cities are too squalid, ugly, and chaotic for her tastes. She prefers the perfect symmetry of the beehive or the fractal curve of the nautilus.

If Arachne the Weaver wakes, she will cover Zanaga with a cloak of webs. She will keep spinning until all is quiet and static and the same, and then Zanaga will finally know peace.

Var Ni the Nightlord

In Zanaga, people are afraid of the dark. This is the fear of Var Ni the Nightlord, the bat-god of darkness, the night, and terror. From the littlest mouse that quivers in its burrow to the mightiest thundertusk that flees from the storm, every wild thing knows fear because it knows that Var Ni is just behind it,

hiding in the deepest shadows. Var Ni is also the specter of death by sickness, accident, and other causes that no creature can fight. Of all the primal gods, the Nightlord is the one least understood and most feared by travelers from the Free Cities. After all, what is more frightening than fear itself?

If Var Ni the Nightlord wakes, darkness will blanket all of Zanaga and the terrible predators of the night will reign supreme. Hope and love will fade as quickly as a candle in an endless night, and nothing will remain but the strange and unsettling call of the nocturnal creatures of the jungle.

Gor-Bor-Gor the Savage

Gor-Bor-Gor is the essence of rage, particularly unthinking, boundless rage. The ape-god’s rage is not that of the righteous defender – it is the rage of the wounded beast, the rage of the predator denied its kill, the rage of the slighted and the wronged. His influence is extremely dangerous to civilization, because it can explode at any time and can smolder over imagined slights and grow stronger and stronger...

If Gor-Bor-Gor wakes, he will immediately begin to rage and bluster, destroying everything that stands in his way. He will leave a swathe of destruction through the forests. The sound and stink of the cities of man will infuriate him, and he will smash them until they are no more. And as Gor-Bor-Gor rages, so too will rage kindle in the breast of each man and beast, until no tribe or clan or pack or city remains.

Harridan the Stalker

The silent wings of the owl and the shy vanishing of the forest deer fall within the domain of Harridan the Stalker, the bird-goddess. Though often depicted as a predator (and the benefits of stealth to a hunting beast are obvious), prey animals are just as pleasing to Harridan the Stalker. Being clever enough to hide and patient enough to wait are virtues that Harridan the Stalker gives to the world. She is the spy and assassin of the natural world – the soaring hawk and the creeping panther.

If Harridan the Stalker wakes, she will promptly vanish and strike from ambush, culling the weak and slow from the herds of Zanaga. Cities will stand empty as their inhabitants melt into the forests, traveling in small, quiet bands in order to remain hidden. Trust and courage will vanish and with them will go civilization.

Hamzah the Pridelord

The lion-god Hamzah is the protector of nature and the young. Hamzah is often depicted in concert with Hari, his mate, as the all-father and all-mother. The ferocity of the father protecting his young, the pride of the wolf running at the head of his pack, and the roar of the lion marking his kingdom are the things that Hamzah the Pridelord loves. While he eschews the material trappings of civilization, Hamzah well understands the urge to gather in tribes and clans, and might be misunderstood as sympathetic to the existence of cities in Zanaga. However, that belief would be incorrect. To Hamzah the Pridelord, the community is family and is by definition harmonious. The squalid and crime-filled slums that are human cities are anathema to him.

If Hamzah the Pridelord wakes, he will unite all the beasts of Zanaga into a great pride and go to war. He will smite down the squalid and stinking pits of civilization, punish the slightest transgression against natural law, and reign as the king of beasts.

Tarakhe the Corruptor

Tarakhe is not a primal god, per se, but might be something very like one. Tarakhe – whose name is given to him by the mahkim – is the corruption and entropy of the universe. His touch warps creatures into unnatural shapes, and his influence warps the minds of intelligent beings into madness and depravity. While the primal gods are hostile towards civilization, Tarakhe is hostile towards life in general.

Tarakhe’s rot has taken root in Zanaga, and the primal gods and their followers are mustering their resources to remove it. Only a thorough purification will do, however, and civilization is unlikely to survive the experience.

Terrain Types



Steps for Resolving Ritual and Omen Effects

Step 1: Place Ritual Tokens

If a Hero must place one or more ritual tokens, all of the ritual tokens must be placed before proceeding to the next step.

Step 2: Resolve Ritual Effect

All of the effects and instructions listed on the leftmost completed ritual on the ritual track must be resolved. If this effect requires a Hero to draw and place additional ritual tokens, place them all before continuing to step 3. After the ritual effects are resolved, the ritual card is removed from the ritual track and is placed next to the primal god card as a reminder of which omen effect is activated.

Step 3: Resolve Omen Effect

Skip this step if the primal god has not yet been awakened.

Resolve the primal god's omen effect that matches the symbol on the completed ritual card. If this effect requires a Hero to draw and place additional ritual tokens, place them all before continuing to step 4. After the omen effects are resolved, the completed ritual card is discarded and all of the ritual tokens placed on the card are shuffled back into the pool.

Step 4: Resolve Next Ritual

Resolve the next leftmost completed ritual by returning to step 2.

The active Hero must continue this process until all of the completed rituals have been resolved.

Lost City

When Heroes take a Market step in the Lost City, they receive the benefits of taking a Market step in a trading outpost and a native village.



The Lost City does not have a market stack. Instead, Heroes draw five market cards at the beginning of their Market step and these cards form the Lost City's market stack. Any cards that remain in the Lost City's market stack at the end of the Market step are discarded and placed on the bottom of the market deck.

Native Village

After Heroes complete their Market step in a native village, they may continue moving with any of their remaining movement dice that have not yet been spent. After Heroes finish moving, they proceed to their Adventure step following the normal rules.



Trading Outpost

When Heroes take a Market step in a trading outpost, they must add two cards to the market stack for that town instead of one card. Heroes may trade by placing one of their Items in the market stack for that town and then take any other Item in that market stack that has a lower gold cost. When Heroes trade an Item, they do **not** receive the difference in gold.



Survival Gear

Lockjaw Trap (10):

A Hero may discard one of his lockjaw trap tokens before making an escape test to automatically succeed. Traps may only be used on Challenges from the adventure deck; traps cannot be used on primal gods or during combat with other Heroes.



Dead Man's Compass (10):

A Hero may discard one of his dead man's compass tokens during his Movement step to change the result of one of his movement dice to any side of his choice.



Shaman Bones (10):

A Hero may discard one of his shaman bones tokens after he has just drawn a Challenge (but before a ritual token is placed on it) to place the card on the bottom of its deck, but he must then draw a new card from the same deck.



Alternatively, a Hero may discard a shaman bones token after he has just drawn a ritual token to return the token to the pool, but he must then draw a new ritual token from the pool.

Ritual Symbols



Sun Symbol



Moon Symbol



Skull Symbol



Wild Symbol