

RUNE STONES

THE ENCHANTED FOREST

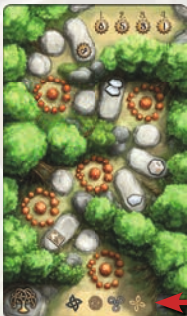
 EXPANSION 2

MODULE: THE ENCHANTED FOREST

Each druid has a familiar, capable of scouring the enchanted forest, increasing the might of the druid and finding toadstool, which grants powerful one shot abilities to be used when the right moment arises!

COMPONENTS

- 1 Forest board



Starting spaces

- 1 Forge token



Placed above the second smithy to indicate that a familiar can be moved one space, if the artifact is forged at this smithy.

- 15 Toadstool tokens

3 each: Use stone, No discard, Copy effect, Wilds, For free



- 4 Familiars



One in each player color

Attach the corresponding familiar stickers to the marker before the first game.

- 1 Rules Booklet

CHANGES DURING SET-UP

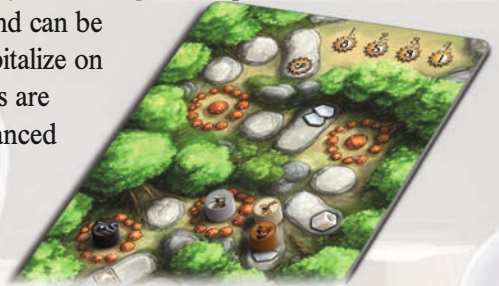
- 1.) The enchanted forest board is put next to the game board and the familiars are placed on the corresponding starting spaces.
- 2.) The toadstool tokens are shuffled face down and placed next to the enchanted forest board.
- 3.) The forge token is placed above the second forge on the game board.



CHANGES DURING GAME PLAY

Players can advance their familiar through the enchanted forest gaining cards, wild gems and toadstool tokens when landing on or crossing over a respective space. The toadstool tokens are kept hidden from the other players and can be used when the player sees an opportunity to capitalize on them. At the end of the game extra power points are awarded depending on how far the familiar advanced into the forest.

To advance the familiar one space along the path the player has two options.



a) When performing the action:

2ND UTILIZE ABILITIES, the player can choose to not perform the ability of a card and instead advance one space with his familiar. The player can decide for every played card, to not perform the ability and advances their familiar.



b) When performing the action:

3RD FORGE ARTIFACTS and the player forge the artifact from the second forge (*the one with the forge token*) he also advances one space with his familiar.



When a familiar lands on or crosses over a space with an action, the player immediately gains the depicted action (*even if the space is occupied by other familiars*). If a familiar ends on a space already occupied by other familiars, it is stacked on top.



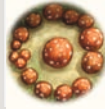
Card - The player draws the top card from the general draw pile and puts it into their discard pile.



Die - The player rolls the die once, and receives the rolled reward.



Wild gem - The player takes the depicted number of wild gems from the supply.



Toadstool space - The player draws a toadstool token and keeps it hidden from the other players in front of them.

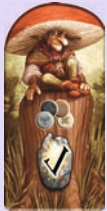
The toadstool tokens can be used at different times during the game and when the player wants to use them. When used they are discarded.



When a familiar has reached the last space, they cannot be moved again and the player immediately gains 3 power points.

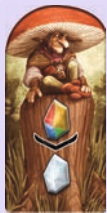


THE TOADSTOOL TOKENS



Use stone:

For the rest of the turn the player uses another player's rune stone in addition to their own. They cannot choose a rune stone that they already own.



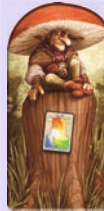
Wilds:

For the rest of the turn all gems in the player's possession are considered wild gems.



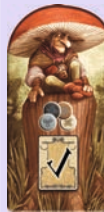
No discard:

When performing the action: **2ND UTILIZE ABILITIES**, the player places **all played cards** in their discard pile.



For free:

When performing the action: **1ST SUMMON CREATURES**, the player can take one creature card for free and place it into their discard pile.



Copy effect:

When another player performs the action: **2ND UTILIZE ABILITIES** also perform the ability of one played card. While performing the ability the player may use his rune stones if it is beneficial to them.

CHANGES AT GAME END

Players are awarded points for the order of the familiars in the enchanted forest. The player furthest ahead in the forest gains 8 power points, second 5 power points, third 3 power points and last place still gains 1 power point.

If players are stacked on the same space the order is bottom to top.

In order to gain any power points a familiar must have moved at least one space inside the forest.



MODULE: RUNE INFLUX

Eight new and powerful rune stones are waiting for the druids to experiment with and find new combinations that help them on their way to become the mightiest of them all. A new way to select the rune stones encourages a more tactical approach and promotes experimentation each game.

COMPONENTS

• 24 Rune Stones



3 x "Replenish"



3 x "Adept"



3 x "Anvil"



3 x "Follow"



3 x "Determined"



3 x "Doubled"



3 x "Conjure"



3 x "Duplicate"

• 1 bag

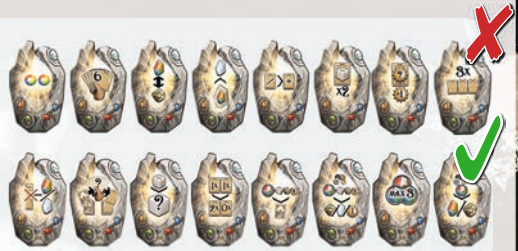


The little icon indicates that these rune stones belong to this expansion.

CHANGES DURING SET-UP AND SEQUENCE OF PLAY

With so many rune stones available, we like to offer three ways to choose with which rune stones to play:

- 1.) Exchange all rune stones from the base game with the one from this expansion (little tree symbol on the stone).



- 2.) From all available rune stones (*base game and expansions*) the players choose 8 that they want to play with this game. All other rune stones are not used and put back in the box. From the chosen 8 stones put one less then players take part and put them out on the game board.

- 3.) The players take two of all available rune stones (*base game and expansions*) and place them inside the bag. The other stones are not used and put back in the box. Then eight stones are drawn from the bag on put out on the game board, one on each space. During the game, if a stone is acquired by a player, a new stone is immediately drawn from the bag refilling the empty space.

Players still can't have multiple of one rune stone.

SPECIAL ABILITIES OF THE NEW RUNE STONES

Replenish:



Before refilling their hand at the end of the turn, the player may discard **any number of cards** from their hand to their own discard pile and then draw back up to their hand limit.



Determined:

Every time the player has to roll the die, they choose the **outcome instead of rolling.**

Adept:



When performing the action: **2ND UTILIZE ABILITIES**, the player has to **return one less gem or wild gem** as shown to the general supply to gain the effect. If they only have to return one gem the effect is now free.



Example: The player does not have to return the wild gem in order to acquire the three gems.

Doubled:



When performing the action: **2ND UTILIZE ABILITIES**, the player may choose to perform the **ability of one card twice and ignore the other ability**. Cards are discarded as usual.

Anvil:

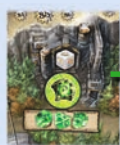


When performing the action: **3RD FORGE ARTIFACTS**, the player may now forge **up to three artifacts** that must come from **three different smithies**.

Conjure:



When performing the action: **3RD FORGE ARTIFACTS** and the player gets one of the **three additional bonuses** he immediately draws the **top card from the general draw pile**, adding it to their discard pile.



Duplicate:



When another player is performing the action: **3RD FORGE ARTIFACTS**, the player may take **any one gem or ore (no wild gem)**. If the other player forges more than one artifact, the player still can only get **one gem or one ore in total**.

Follow:



When another player is performing the action: **3RD FORGE ARTIFACTS** and they forge an **artifact that give a bonus**, the player may also choose to take an **ore, wild gem or take 1 power point**.

"We like to thank all Bloggers, Podcasters, and Youtubers for their support in developing new rune stones. Off all the great ideas we took four and implemented them in this expansion. Many thanks go to the teams of: SpielFritte, Spielevater, Spielkult und Brettagoge."

— Queen Games Team

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