

RUNE STONES

NOCTURNAL CREATURES

EXPANSION 1

The creatures of the night might be dangerous, but they make powerful allies. Summon a “banshee” for all new abilities. Or, a careful druid might even be able to catch a “wisp,” which will prove quite useful as it grants its magical powers to its captor.

COMPONENTS

- 16 Banshee cards



4x Steal



4x Card switch



4x Resurrect



4x Wisped

- 1 Night board



Wisp display

Draw pile

- 18 Wisp tiles



- 11 Night tokens



3x Wisp

8x No Wisp

Reverse

- 1 Rules Booklet

CHANGES DURING SET-UP

- 1.) Shuffle the banshee cards in with the other creature cards forming the draw pile.



- 2.) Set the night board next to the game board. Shuffle the wisp tiles face down, then stack them and place them on the left-most space of the night board. Reveal the top four wisps to form the display.

- 3.) Shuffle the night tokens face down and then place one token face-up on the power point track every 5 steps, up to space 50. The night tiles stay on the spaces of the power point track throughout the game. Leftover night tokens are not used and returned to the game box.

CHANGES DURING SEQUENCE OF PLAY

BANSHEE CARDS

The banshee creature cards work the same way as all other creature cards, but come with new abilities:



Steal:

All other players have to give the active player a gem of the corresponding color from their supply, if possible. If they do not have a gem of that color they do not have to give anything.



Example: The black and brown players have to give one blue gem to the beige player. The grey player does not have a blue gem, thus not having to give anything.



Resurrect:

The player may search the general discard pile for any card they want and places that card in their discard pile.

Note: If no common discard pile exist at that time, the ability can not be used.



Example: The player searches the discard pile for the red card (68) and places it on his discard pile.



Card Switch:

The player chooses any card from the display and takes it directly into their hand.

The banshee card is destroyed in the process and is placed in the general discard pile.

The other played card is placed in the player's discard pile, no matter the number on it.

Note: If the player has the rune stones ability: "Utilize 3 abilities" , the cards that go into the general discard pile are the highest numbered card and the banshee switch card. The middle numbered card goes into the player's discard pile.



Example: The player puts the banshee card (9) into the general discard pile, therefore taking the white dragon card (77) from the display into her hand. The other played card (75) is put into her discard pile.



Wisped:

The player chooses one of the wisp tiles from the display and does the action immediately. The wisp tile is discarded and the display is filled again.



Example: The player gains a total of 5 power points, 3 for the chosen wisp and 2 for the druid card.

WISPS AND NIGHT TILES

Every time a player lands on or moves past a night token that shows a Wisp, they immediately choose a Wisp tile from the display of the night board and receives the benefit of it. The Wisp tile is placed on the discard and replaced with a new tile.

If the draw pile is empty, the discard pile is shuffled and placed as the new draw pile. A player can trigger multiple wisps on their turn.



VP's:

The player immediately gains 2 or 3 victory points.



Die & Gem:

The player rolls the die and takes the corresponding gem from the general supply, if available.



Die & Ore:

The player rolls the die and takes an ore from the general supply, if available.



Two gems:

The player takes two gems (*no wild gem*) of their choice from the general supply, if available.



Wild gem:

The player takes 1 or 2 wild gems from the general supply, if available.



Summon:

The player takes any card from the display and puts it into their discard pile. The creature display gets refilled.



Draw:

The player takes the top two cards from the general draw pile and puts them into their discard pile.



Play card:

The player can play an additional card from their hand and use its ability. The card is then placed in the player's discard pile.



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