RUNE

Game Designed for
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Ritual

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Bane

Bane is a hidden movement game that pits a group of investigators against a cultist organisation bent on destroying the world with summoned abominations.

For the Cultist player the aim of the game is to evade capture while collecting enough resources to summon one of the available monsters. The Investigators are aiming to find and thwart the attempts of the Cultist until the planetary alignment event has passed.

Components

Required:
4 Investigator Pieces
1 Turn Marker
20 Red Resource markers
20 Green Resource Markers
20 Blue Resource Markers
5 Red Resource Markers
5 Black Resource Markers
Paper
Pen
In Print and Play:
Board
60 Summon Cards
24 Ritual Cards
4 Investigator Cards
1 Cultist Card
4 Investigator Action Cards
1 Cultist Action Card
1 Cultist Reference Map

Setup

Place the Turn Marker on the first space of the Turn Track.
Shuffle together the Summon cards to form the Summon deck.
Shuffle together the Ritual cards to form the Ritual deck.
Place the Resource tokens together to form the Resource pool.
The investigator player/s then needs to place their investigators. They can either choose where to place them or draw 1 card from the Summon deck for each investigator and place the, on the space marked in the top right corner.
The Cultist player then draws a number of Summon cards equal to the number of Investigators + 1 and places them next to the board. These form the active summoning sites.
The Cultist then marks on their playsheet which space they start in and collects one Resource from that space.

Gameplay

The game is split into turns and each turn has 3 phases. The Investigator Phase, the Cultist Phase and the End Phase.

Investigator Phase

In the Investigator phase the Investigator player/s may have each of their Investigators perform 2 of the following actions, each action can only be performed once:

- **Move:** The active Investigator moves to a Location adjacent Location that's connected via a Route Line. This action can only be performed as the first action in a turn.
- **Harvest:** The active Investigator may take 1 resource token that matches a colour on the Location they are on.
- **Capture:** If the Cultist is in the same space as the Active Investigator then the Cultist becomes Captured. When a cultist is Captured they lose all their Resources and are moved to the position on a drawn Summon card (the Investigators should not know where the cultist has ended up).
- **Research:** The active Investigator may discard 1 token to draw a Ritual card from the Ritual deck as long as they don't exceed their hand size of 5.
- **Cast:** The active Investigator may spend the number of resources marked on a Ritual card to play that card and resolve its effects. The cost of a Ritual can be paid with any colour Resource.
- **Banish:** The Active Investigator may spend the Resources on a Summon card they are on to destroy that card.
- **Special Action:** Some Ritual cards will give the Investigators additional Special Actions that they can perform on their turn.

Once all Investigators have performed their actions the game moves on to the Cultist Phase.

Cultist Phase

In the Cultist phase the Cultist must perform 2 of the following actions (is possible). The Cultist must declare which Actions they are performing and in which order they are being performed:

- **Move:** The cultist writes down a new location on their Playsheet. The location must be linked to their current location by a Route Line. This action can only be performed as the first action in a turn.
- **Harvest:** The Cultist may take 1 resource token that matches a colour on the Location they are on, the colour of the Resource they take MUST be public knowledge.
- **Research:** The Cultist may draw a Ritual card from the Ritual deck as long as they don't exceed their hand size of 5.
- **Cast:** The Cultist may spend the number of resources marked on a Ritual card to play that card and resolve its effects. The cost of a Ritual can be paid with any colour Resource.
- **Summon:** If the Cultist's current location is the same as one on a Summon card they may spend the resources on that card to Summon it. When a card is Summoned the Cultist scores the points value printed on the top left of the card. If the Cultist's total points is 20 then the game immediately ends and the Cultist wins.
- **Special Action:** Some Ritual cards will give the Cultist additional Special Actions that they can perform on their turn.

Once the Cultist has performed their actions the game moves on to the End Phase.

End Phase

First, remove 1 Duration Marker from any active Ongoing Rituals. If any Ongoing Ritual has no Duration Markers on it then destroy that ritual.
Then, if there are less than the number of Investigators +1 Summon cards in play, draw enough to get back up to that number.
After that, progress the Turn Marker. If the turn Marker reaches the end of the Turn Track then the game ends and the Investigators Win.

Additional Rules

Captured: If a Cultist becomes Captured then the Cultist loses all collected Resources and will pick a new location to start from at the start of their next turn, gaining a resource from that location.
Ongoing Rituals: If a ritual says it's an Ongoing Ritual then put it to the side of the board with a number of Duration Markers on it as indicated on the card. The Card's effects will remain in play for as long as the card is in play. The card may have a Special Action on it that an Investigator or Cultist may perform. If the Special Action has a cost associated with it then that cost must be payed in order to use this Special Action.
Resources: There are 3 Regular Resources and 2 Special Resources. Regular Resources will be Green, Blue or Red. The Black Special Resource can only be collected from 1 location and is used for powerful Summons and Rituals. The White Special Resource is similarly only available in 1 location and counts as any Regular Resource when playing or using Summons or Rituals.