



# DRÄK BORGEN

## Återväckt



## Introduction

For every tale of artifacts and gold, a glimmer of hope sparked among all who listened around fireplaces across the land. Greed and wine added to their courage, and the very thought of the riches inside Drakborggen had many adventurers head for the legendary castle. A few fortunate ones had made it out alive with some treasures to show for. None of these brave souls would ever be the same, but that did not stop others from dreaming.

In time, Drakborggen was not only filled with treasure, but also with the bones of heroes that never returned. Tales about fallen warriors, with backpacks full of riches they were never able to use, grew as popular as the tales about the treasure chamber itself.

But that which sleeps shall one day wake up. That which slumbers for a thousand years may be forgotten over time, but the activities in and around Drakborggen risk waking something up. Lately, stifled screams can be heard at night,

not from the tormented souls who ventured into the darkness, but from something else.

Deep below, at the very foundation of our world, someone or something is slowly waking up. Should we not have disturbed this unholy place? Did the greed of the brave heroes awaken something better left alone?

## **Components**

*Drakborgen Återväckt* contains:

- 1 Rule booklet
- 50 Cards, consisting of:
  - 6 rumskort
  - 2 dörrkort
  - 6 kistkort
  - 3 sökningskort
  - 4 rumsletningskort
  - 18 underjordskort
  - 9 amulettkort
  - 2 magisk ring

## Game Overview

*Drakborgen Återväckt* is the third expansion to the basic game of *Drakborgen*. This expansion adds 50 new cards, among others an addition to the catacombs, new keys, and new rules for *spiders*.

*Drakborgen Återväckt* is based on an unofficial Swedish variant of *Drakborgen* from 2010, created by Simon Lundström and Erik Zetterberg.

This expansion requires that you master the basics of the rules of *Drakborgen* and the expansion *Drakborgen II* (and preferably also *Drakborgen III*).

All new cards have ruling that explain most of what is needed, but the new rules for *spiders* require some experience from the players.

The rulings of this expansion only deal with new components and its ruling. For all other rule purposes, see the main rule booklet.

All previous heroes from the basic game can naturally be played with *Drakborgen Återväckt*. This expansion does however require the catacomb rules from *Drakborgen II* to work properly.

## How to separate this expansion from the basic game?

Once cards and room tiles from *Drakborgen Återväckt* have been mixed with the basic game, it can be difficult to separate them, should you wish. Therefore, all cards that belong to this expansion are clearly marked with an expansion symbol that distinguishes them from those that belong to the basic game and other *Drakborgen* expansions.



*Drakborgen  
Återväckt*

# Cards

The new cards of *Drakborgen Återväckt* are shuffled into their respective decks.

## RUMSKORT

*Drakborgen Återväckt* introduces 6 new RUMSKORT that are shuffled into the deck. All these cards alter the rules of *jättespindel*, or *giant spider* (see “The new spiders in *Återväckt*” on ..... page 10 in this booklet).

If you use these cards, you will need to sort out the following cards from the basic game:

- ♦ 3 ”Jättespindel”



## UNDERJORDSKORT

*Drakborgen Återväckt* contains 18 new UNDERJORDSKORT (see "Catacombs" on page 28 in the rules) that are shuffled into the deck. The total number of UNDERJORDSKORT should then be 50.

The catacombs in *Drakborgen Återväckt* are more dangerous than before. But, there are also more rewards for the daring.

## OTHER CARDS

*Drakborgen Återväckt* also contains:

- 2 DÖRRKORT
- 6 KISTKORT
- 3 SÖKNINGSKORT
- 4 RUMSLETNINGSKORT
- 9 AMULETTKORT
- 2 MAGIC RINGS.

These are shuffled into their respective deck from the basic game. No other cards need to be sorted out for sake of balance.

## The keys

In *containers* like chests or coffins, the heroes may find one or several *keys* (nyckel).

A *key* is an *item* (föremål) that may let a hero pass through doors without first having to draw a DÖRRKORT to open it (see “Passing through a door” on page 8 in the rules).

To pass through a door with a *key*, a player must roll **T6** and follow the instructions of the specific card.

If the player fails, they may (but do not have to) draw a DÖRRKORT (door card) as normal in the same turn. Should the player first draw a DÖRRKORT, and the instructions do not allow the hero to pass, the turn is over.

A *key* is not consumed after use: it may open more doors in coming turns as long as it is in the hero's possession.

Each *key* only allows one attempt per door.

A hero may carry several *keys*, and try them all, one by one in the same turn.

A *key* can not be used to pass a portcullis.



## The new spiders in Återväckt

In the basic game, a *jättespindel* (giant spider) is a *monster* that attacks heroes.

In *Drakborgen Återväckt*, a *spider* does not attack and it cannot be attacked. Instead, the spider figure (a component in *Drakborgen III*) is placed on the game board.

The *spider* will remain idle on that space until one or several heroes are stuck in a Spider web, and have failed to cut themselves loose. This triggers all *spiders* to move.

If all *spiders* are already in play, ignore the card.

A Spider web is marked on the game board with either a room tile from *Drakborgen II* or a floor tile (see "What is a *särskild plats*?" on page 35 in the rules) from *Drakborgen III*.

If one or several *spiders* reach a hero that is stuck in a Spider web, that hero is killed and eaten, unless some instructions state otherwise.

Should a *spider* reach a hero that is no longer stuck, the *spider* will remain idle where it is until a hero is stuck once again.



## The new spider web

A Spider web is either a room tile or a floor tile, and in *Drakborgen Återväckt* it has the following new ruling:

You are stuck and may not move again until you manage to cut yourself loose. Your turn is over.

On your next turn: roll **T12** against SF to cut yourself loose and go back (if possible).

Or roll **T12** against SF twice in a row (both rolls must succeed) to cut yourself loose and pass through. Choose which before you roll: if you started an attempt to pass through, you may not later go back instead.

**Failure:** You are still stuck and must do the same roll against SF each turn until you succeed.

For every failure, all *spiders* move across the board 1 space (over empty spaces) or 2 spaces (over revealed room tiles) towards nearest hero stuck in a Spider web.

If the *spider* must pass one or several *obstacles* (apart from Spider web), it may only move 1 space.

You may not search a Spider web.

A Spider web is a *hinder* (obstacle).



# Alternative Spellbook

- 1** You are teleported to another dimension. A new life begins. This life is over. Yes, you are dead.
- 2** You summon a small demon who starts to sing out loud. The dragon awakens.
- 3** You are teleported through the floor. Choose direction and move in the catacombs next turn. If you are in the catacombs already, you are dead.
- 4** You summon all the spiders of the castle. Each Tower room now counts as a Spider web, that all heroes need to pass through to escape.
- 5** You transform. Choose a new random hero but keep all cards (except combat cards) and your KP.
- 6** You summon the Curse of the Wizard Roll **T6** and turn all Corridors clockwise. **1-2**: 90°, **3-4**: 180° och **5-6**: 270°.

- 7** You summon a friendly mouse (find a suitable pawn for it). He will move on his own, like *Buster the Cat* (from *Drakborgen III*), but has no other effects. If *Buster* and the mouse ever meet, the mouse is immediately killed.
- 8** You discover a beautiful ring. Draw 2 *MAGIC RING* at random and keep one of them.
- 9** You move time itself. The yellow marker on the sundial moves **T6** steps back.
- 10** Your perception increases. You may hereafter draw 2 *RUMSLETNINGSKORT* and 4 *SKATTKORT* (but you may only keep two of the latter).
- 11** You replenish all your *KP*. You may also ignore all current effects caused by curses or poison (but not future ones).
- 12** You are teleported out of *Drakborgen*. However, you may only keep two of your treasures. Throw the rest.

## Alternative Potion Table

- 1** *Lethal poison, you die immediately.*
- 2** *Strong poison, lose half your KP (rounded down).*
- 3** *Poison, lose 2 KP.*
- 4** *Hallucinatory potion, make next move in a random direction (agree with other players on the method used).*
- 5** *Paralyzing potion, forfeit this turn and the next one.*
- 6** *Invisibility potion, you are invisible and may ignore all monsters (except goblins) for three turns.*
- 7** *Potion of strength, increase SF by 1.*
- 8** *Potion of luck, increase TF by 1.*
- 9** *Potion of dexterity, increase VF by 1.*
- 10** *Healing potion, you may heal 4 KP.*
- 11** *Strong healing potion, you may heal 6 KP.*
- 12** *Hero potion, you replenish all your KP (but not beyond initial value).*