MYTHBOUND REALMS

THE LIVING MAP PLAYBOOK & RULES

A first playable rules draft for two players and standard six-sided dice

PLAYTEST EDITION 0.1
Move through a shifting realm. Clash with the six-sided die. Leave Scars where allies fall.

30-card starter deck | 3 x 3 shared map | Echo Shard damage

DRAFT RULES - tune card balance after the first games

1. THE GAME AT A GLANCE

Mythbound Realms is a two-player card battle over a shared nine-space world. Your Hero and allies move through the map, fight with dice, and claim locations as the World Pulse changes the battlefield.

WIN THE GAME

Claim the realm: At the end of your turn, control three Location cards at once. A Location is controlled when you have at least one unit there, your opponent has none, and the space has no Scar.

Defeat the opposing Hero: Deal damage equal to the active Hero card's Guard. The Hero is defeated immediately.

WHAT YOU NEED

Each player needs one 30-card starter deck and a six-sided die for rolls. Use Echo Shards to mark damage, a Scar counter for fallen allies, and spare dice or small markers to show unit positions and the World Pulse.

SETUP

1	**Choose a Hero.** Put one Hero card face up in your Hero area as your active Hero. Keep its damage on the card.
2	**Build the map.** Each player chooses three Location cards from their deck. Shuffle the six together and deal them to spaces 2, 3, 4, 5, 6, and 8. These six cards stay on the shared map.
3	**Take starting positions.** Place Realm A's Hero marker at space 1 and Realm B's at space 7. Space 9 begins open. Set the World Pulse marker to space 1.
4	**Prepare decks and hands.** Shuffle the cards left in each deck, draw five cards, and start with zero resources. Resolve the active Hero's "when played" ability; Tarin draws one card.
5	**Choose the first player.** Both roll a d6. High roll goes first; reroll ties. The first player skips their first draw.



Pulse: 1 -> 2 -> 3 -> 4 -> 5 -> 6 -> 7 -> 8 -> 9 -> 1

Map numbering: Spaces 1 and 7 are starting homes. The World Pulse advances one numbered space after each full round.

2. TAKE YOUR TURN

Players take turns. Resolve the steps in order; card abilities may change a step when their text says so.

A. REFRESH AND DRAW

At the start of your turn, gain 1 Realm Resource, up to a maximum of 7, and draw 1 card. The first player skips the draw on their first turn. Resolve abilities that trigger at the start of a turn.

B. ROLL TO TRAVEL

Roll one d6. Choose one of your units and move it up to that many spaces, one orthogonal step at a time. You may stop early. Diagonal movement is not allowed. A unit cannot move through an enemy unit, but may enter its space to start a battle. The roll is a movement limit, not a required distance.

C. PLAY CARDS AND USE ABILITIES

Pay a card's printed cost from your Realm Resources. You may play as many cards as you can afford. Resources are generic in this playtest: Might, Magic, and Provision are interchangeable. Unspent resources carry over, to a maximum of 7.

A unit played from your hand enters at the same space as your active Hero. It cannot attack on the turn it enters unless its text says otherwise. A Location may be played into any open map space. Keep buildings and other ongoing cards in your play area.

D. ATTACK

Each ready unit may attack once per turn. To attack a unit, both units must be in the same space. You may attack the opposing Hero if it is in the same space. Resolve the clash using the dice rules on the next page.

E. CHECK VICTORY

If the opposing Hero is defeated, you win immediately. Otherwise, if you control three Location cards at the end of your turn, you win.

RESOURCE TRACKING

Use the three circles in your Resource Bank to track your pool with spare d6s or markers. All three circles count as one shared pool; cards do not require a particular resource type in this draft. If a card grants a named resource, add it to the same pool.

Supporting Heroes: A second Hero card drawn from your deck can be played as a supporting unit in your Ally / Creature area. It does not replace your chosen active Hero.

3. CLASHES, THE PULSE & SCARS

D6 CLASHES

Both players roll one d6. The attacker adds their unit's Attack. The defender adds the target's Guard. Compare totals:

Attack total higher: The defender takes damage equal to the attacker's Attack. Place that many damage counters on the target.

Tie or lower: The defender holds. No damage is dealt.

When damage on a unit reaches its Guard, it is defeated and goes to its owner's discard pile. Damage stays on surviving units between turns. Remove damage when a card effect heals it.

Example: Tarin (Attack 3) clashes with Silverfang (Guard 2). Tarin rolls 4 and adds 3 for 7. Silverfang rolls 2 and adds 2 for 4. Tarin wins and deals 3 damage, enough to defeat Silverfang.

THE WORLD PULSE

After both players have taken a turn, advance the Pulse marker one space along the numbered route, from 1 through 9 and back to 1. The newly pulsing space is charged until the next advance: your units there get +1 to their next clash roll that round. If the Pulse reaches a space with a Scar, remove that Scar.

SCARS

When an Ally or Creature is defeated, leave a Scar counter on the space where it fell. A Scarred space cannot be controlled, and its Location ability is inactive. The Scar remains until the World Pulse reaches that space. A defeated active Hero ends the game and does not leave a Scar.

CARD TYPES

Hero, Ally, Creature	Units with Attack and Guard. Your chosen Hero is active; other Heroes can support it as units.
Location	Played face up into an open map space. A unit there can claim it; a Scar disables it.
Spell, Event, Omen	Resolve the printed effect, then discard, unless the text gives it an ongoing duration.
Building, Resource, Relic	Keep ongoing or repeating cards in your play area. Resolve one-shot effects, then discard.

CARD TEXT & TIMING

Follow card text whenever it changes a rule. “Once per turn” abilities can be used once on each controller's turns. “For 1 turn” lasts until the end of the current turn. “For 2 turns” lasts through the end of the affected player's next turn. If two effects conflict, the newest effect takes precedence.

4. QUICK REFERENCE

TURN ORDER

1. Gain 1 resource and draw 1 card. 2. Roll a d6 and move one unit up to that many orthogonal spaces. 3. Play cards and use abilities. 4. Attack with ready units. 5. Check Hero defeat and location control. 6. After both players finish, advance the World Pulse.

KEY RULES

Movement	One unit per turn; d6 sets maximum spaces moved. No diagonal steps.
Clash	Attacker d6 + Attack vs defender d6 + Guard. Attacker must exceed the defender.
Damage	A successful clash deals damage equal to Attack. At damage equal to Guard, the unit is defeated.
Resources	+1 each turn, maximum 7. Spend any resource to pay any printed cost.
World Pulse	Moves one numbered space after both players take a turn. Active space grants +1 to your next clash roll there.
Scar	Ally / Creature defeat leaves a Scar. Scar disables control and the Location effect until the Pulse arrives.

PLAYTEST NOTES

These rules are a first playable draft. The cards were designed before this rules pass, so some terms and effects may need balance or wording updates after a few games. In particular, test how often Heroes fall, whether three Locations are too easy to hold, and whether the Pulse bonus changes movement decisions.

THE MYTHBOUND MOMENT: The Pulse makes one part of the map flare with power, while every fallen ally leaves a Scar that changes which places are worth fighting for.

MYTHBOUND REALMS | PLAYTEST RULES 0.1