

Draft, the Ban:

For drafting in Gosu X with Rukgnarl, thus with 10 clans, here are the steps to follow:

Ban Phase:

- Position the 10 clan tiles in front of you.
- Randomly choose a starting player; this player will «ban» a clan. You remove this tile and the clan from the game. If the banned clan has an Akasha card, place it beside the game board; its effect affects all players during the game.
- The second player will «ban» a clan in turn. You also remove this tile and the clan from the game. If the second banned clan has an Akasha card, place it beside the game board; its effect affects all players during the game.

Draft Phase:

- Set up the remaining 8 tiles and start your draft as in the base version of the game.
- The first player remains the same as during the Ban Phase. They will also start the game.

FAQ

1. **Craz'yzz Glurk (Immortal)** : If Craz'yzz Glurk (Immortal) sacrifices itself, should I continue the effect? **Yes, as with Volantis.**
2. **Craz'yzz Glurk (Immortal)** : Why does Craz'yzz Glurk (Immortal) have the title (Immortal)? Does it impact the game? **Not at the moment, but in the very near future, yes.**
3. **Silentish Snik** : Does reversing the discard pile and the deck, then shuffling it, trigger Narashima's BHJ effect? **No, because you first reverse the two piles, so your deck becomes your discard, and then it's the deck you shuffle.**
4. **Fyrstet Ch'amp Ryadh** : If I perform a Shadowstep action and Ryadh is on top of my deck, being multi-level, does it still work? Even if I don't have a corruption token to play it, despite it being an Abomination?
Yes, Fyrstet Ch'amp Ryadh and Phoenix (Immortal) always work on a Shadowstep. And yes, Shadowstep allows to play an Abomination without having a corruption token, as this rule only applies to simple playing or Shift.
5. **Fyrstet Ch'amp Ryadh** : If Fyrstet Ch'amp Ryadh is played at level III and it is OPEN, is its military value therefore 10? **Yes, as for Phoenix (Immortal) from now on.**
6. **Fyrstet Ch'amp Ryadh** : In case of a tie, what happens?
No effect (same for Galmi (avatar)), as with Volantis.
7. **Rukgnarl Bonesreaper** : How does it work with ECHO?
You choose 2 clans but the effect is only for the next turn.



Play Gosu X on BGA: <https://bga.li/LpWS>



Rukgnarl Bonesreaper
Expansion 2

- 25 cards (15 Rukgnarl Bonesreaper + 10 evolutions)
- 4 Shadowstep tokens
- 2 Umbra tokens
- 2 clan tiles (Rukgnarl and Galmi)
- 1 rule leaflet

In the shadow of the chaos left by Abunakkashii the Corruptor, a new threat emerges from the debris of the Bone Wall, the once unbreachable frontier of the realm of Jalaanx, bringing with it a darkness that extends well beyond the night. This sinister force, embodied by Rukgnarl Bonesreaper, the king of shadows, prepares to plunge the world into an era of terror and despair unprecedented.

Rukgnarl Bonesreaper, the fallen sovereign of a forgotten realm, once ruled from the summit of the Bone Wall, a colossal structure made of the bones of creatures and defeated enemies, testifying to his power and cruelty. The Wall, having withstood millennia of conflicts, collapsed the day Abunakkashii broke the chains of Akasha, thereby releasing the restrained darkness and allowing Rukgnarl to end his forced exile. This event marks the end of an ancient secret pact between Rukgnarl and Phoenix, in which she protected access to the Wall as well as the knowledge of its history, while he protected the Sacred Lake, the reincarnation site of the Phoenixes. Now, after centuries of silence, what will happen?

Mastering the ancient powers of shadows, such as Shadowstep and Umbra, Rukgnarl and his legions of goblins make their way through Jalaanx, sowing fear and death. Their appearance is heralded by an icy cold and an oppressive silence, harbingers of the horror to come. The king of shadows, armed with his scythe forged from indestructible bones and imbued with dark magic, reaps the souls of those he deems worthy of joining his ranks, transforming them into eternal servants.

Under the command of Rukgnarl, the Bone Wall is reborn, not as a barrier, but as the epicenter of an empire of darkness that spreads across the lands tainted by Abunakkashii. These two malevolent forces, though distinct, work in the shadows towards a common goal: the total subjugation of Jalaanx. The heroes of Jalaanx, already tested by the battle against Abunakkashii, must now face this new abomination.

Alliances are woven precariously, trust becoming a rare commodity in a world where shadows threaten to engulf souls. The battle for the future of Jalaanx intensifies, for Rukgnarl Bonesreaper aims not only for conquest but aspires to eradicate any form of resistance, plunging the kingdom into endless despair.

As the clashes continue, the boundary between light and darkness diminishes. The fate of Jalaanx hangs by a thread, and only the bravery of the most valiant can stem the advance of the shadows led by Rukgnarl Bonesreaper, the undisputed sovereign of the Bone Wall.

In this tumultuous context, the shadow of Phoenix becomes more pronounced. Her complicity with the Bone Wall, her knowledge of the powers of the Rukgnarl Bonesreaper clan, and her secrets about the Sacred Lake reveal a depth and complexity in her role throughout this story. As the veil of centuries begins to lift, Phoenix finds herself at a crossroads, her choice either to rekindle an ancient alliance for the survival of her people or to open a new chapter marked by an inevitable confrontation. The long-standing silence is broken, and Phoenix's actions in the coming moons could well determine the fate of the entire kingdom.

This Gosu X expansion requires the Abunakkashii #1 expansion.

Important rule updates if you play with Gosu X expansions:

The text of the cards, which belonged to all the clans in your deck, was creating a lot of comprehension problems. This text is now in red and works in all areas of the game. We have also modified the text for the cards belonging to the three levels. Now, this text is also in red and likewise works in all areas of the game. The modified cards are listed among the "evolution" cards.

Evolutions included in

Rukgnarl Bonesreaper

The 10 «evolution» cards must replace the cards:

Galmi: New passive.

Galmi (Avatar): Addition of Solo and new card text.

Phoenix: Addition of Umbra and Shadowstep then modification of its «comes into play» effect.


Phoenix (Immortal): Addition of Solo and new writing of its passive.

Xi'An: New writing of its passive.

Shennong: Addition of Shadowstep and new writing of its passive.

All in One: New writing of its passive.

Yume: Addition of Umbra and modification of its effect.


 The new Galmi tile (with the new passive) replaces the Galmi tile from the base game.

Shadowstep

A card with Shadowstep can be played according to the usual playing rules. However, it also has the following abilities:


- It can be played for free in replacement of a captured card. In this case, the player does not pay a card from their hand to play it at level 1, even if their clan is not present in the line. Moreover, if a card is thus played in the level 2 (or 3) line, its clan does not need to be present at level 1 (and 2)

to be put into play (as for a Shift). It's important to note that the captured card which is replaced by a Shadowstep card is placed in the discard pile and is not considered as being destroyed by this action.

- During your turn, instead of your action, you can "**Attempt a Shadowstep**". To do this, choose a face-up card in play with **Shadowstep** (or with a  token), then announce that this card will "**Attempt a Shadowstep**". Then, reveal the next card from your deck:

- If the revealed card has the same level as the card that "**Attempts a Shadowstep**", then the revealed card immediately replaces the card that "**Attempted the Shadowstep**" and activates its comes into play effect, if it has one. The replaced card is placed in the discard pile, without being considered as destroyed by this action.


- If the revealed card has a different level from the card that "**Attempts a Shadowstep**", then the revealed card is placed in the discard pile and the card that "**Attempted a Shadowstep**" is captured.



The  token gives the card the **Shadowstep** power. When this card "**Attempts a Shadowstep**", whether successful or not, the Shadowstep token on it is returned to the neutral zone. A Shadowstep token cannot be placed on a captured card. If you were to take a Shadowstep token and there are none available, then you do not take one.


Solo



During the Great Battle, if a **Solo** card is OPEN, its army value is doubled!

Umbra

During your turn, instead of your action, you can take a  token to activate a card with **Umbra**.

The  token grants the card the power of **Umbra**. An  token cannot be placed on a captured card.

If you were to take an  token and there are none available, then you do not take one.

If the Umbra effect of a card is activated through an  token on it, discard the token after use, as  tokens are for single use.

IMPORTANT: You cannot activate **Umbra** if there are no more neutral **Corruption** tokens available.

Akasha (Updated with Expansion #2)

If a clan containing an Akasha card is banned from the game during the Ban phase of the draft, the Akasha card of the affected clan(s) then affects both players during their game, like a passive tile (you must remove the card from each deck and place it next to the game board to remember its effect).

To simplify your drafts, we recommend placing the Akasha card of the clan on top of the pile of each clan when you sort your clans between games.

List of Akasha cards to date:

- ◆ **Pizgig Kom'bo of the Rukgnarl Bonesreaper clan**
- ◆ **Nezha of the Justice clan**
- ◆ **Shikigami No Tsume of the Abunakkashii clan**