

RUNEBOUND®

THE MOUNTAINS RISE

A blood-red moon is rising over the fields and forests of Terrinoth. The people hurry about their business, eager to be safe at home before darkness falls each night.

Scouts and explorers bring terrifying tales into the cities and towns where they find rest: the mountains have come alive. Beasts that dwell among them have become bloodthirsty and feral, venturing farther and farther from their lairs in order to search for their next unfortunate meal.

Monstrous howls fill the air in the valleys as brave heroes venture into the hills and mountains to protect their people. Only the most stalwart will return to tell the tale.

INCORPORATING THIS EXPANSION

Before playing your first game using *The Mountains Rise*, complete the following steps to incorporate the expansion contents into those from the base game:

- Add asset set E to the supply of asset cards. This set can be chosen as one of the three asset sets during setup.
- Add the “Song of the Mountains” skill set to the supply of skill cards. This set can be chosen as one of the six skill sets during setup.



Song of the Mountains

- Add the adventure cards to the supply of non-scenario adventure cards.
- Add the hero sheet and combat tokens to their supplies.

EXPANSION ICON

Most cards found in this expansion are marked with the *The Mountains Rise* expansion icon to distinguish these components from those found in the base game and other expansions. Skill cards are marked with their own unique skill set icon.



COMPONENTS

1 PLASTIC FIGURE



1 HERO CARD



15 ADVENTURE CARDS



14 COMBAT TOKENS



3 Hero

11 Asset

20 ASSET CARDS









10 SKILL CARDS





NEW ADVENTURE CARDS

This expansion includes 5 new non-scenario cards for each adventure deck. When assembling adventure decks during setup, shuffle all non-scenario cards for each type (combat, exploration, and social) together and then deal cards out from each of those into decks of 20 non-scenario adventure cards. Then, shuffle in the adventure cards associated with the chosen scenario. This will leave 30 cards in each adventure deck.

ASSET AND SKILL DECKS

During setup, players choose three asset sets to form the asset deck for the game. Then, players choose two , two , and two  skill sets to form the skill deck for the game. If all players cannot agree on which sets should be chosen, players should instead randomly select the three asset sets, two , two , and two  skill sets.

CHARGE

Charge is a new type of damage that appears on combat tokens. As a combat action, a combatant can spend X  to deal X unblockable damage to his or her foe. During a combat round, after a combatant has spent , that combatant cannot block damage.



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