

Dragon Hills: Runes of the Glass Mountain

PRINT SET · DRAGON HILLS

Rules

A short summary of the rules for this setup. Learn the game from the rules: full rules

Goal (CHAPTER 1)

- Collect 8 runes from tasks and bring the whole team to Gate of the Glass Mountain together with the transport “Dragon Ember”. Then choose “Open the gate”.
- If day 6 ends before you finish, you lose.

Day (CHAPTER 4)

- Each day you have 8 shared effort tokens. Unused effort does not carry over.
- Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
- An “At once” card is never placed: resolve it at once, discard it and draw the next card of the same deck instead.
- There are no turns: characters act in any order. You end the day together.

Actions (CHAPTER 5)

- **Walk through the woods** · 1 effort · to a neighbouring place; not on the dragon’s back
- Route → carries characters only, ⇌ the transport only, ↔ both; the transport stops only at places marked “transport may stop here”.
- **Solve a card** · effort of the card row · you stand at the card and together have the abilities of one of its rows; characters on the dragon’s back may help
- **Give, Drop, Take** · 0 effort · an item gives an ability; each character carries 2; hand over only at the same place
- **Board, Leave** · 0 effort · Dragon Ember at the same place; it holds 2 characters including the operator
- **Fly on the dragon** · 1 effort (damaged 2 effort) · steered by a character with “dragon speech” on the dragon’s back; up to 2 routes; everyone on the dragon’s back travels along
- **Recover** · 1 effort · “herb lore” brings a weakened character back, “repairs” repairs the transport; at the same place
- **Open the gate** · 0 effort · goal met
- **End the day** · 0 effort · any time you agree

Situation cards (CHAPTER 6)

- A card has one or two rows. Meet one of them and pay its effort.
- Task: its runes * count towards the goal.
- Item: one of the characters who solved the card takes it. It gives an ability, or protection □ from one hazard.
- Lead “↔”: once solved, turn the card over where it lies; its back is a task. An expired lead goes lead side up under the lead stack.
- Hazard: once solved it is discarded; if it expires, it weakens the characters without protection at its place and damages the transport if it is there. If the card says it stays, then turn it upside down: whoever enters without protection is weakened.
- Each card lives at most two days: fresh, then urgent (on its side), then it expires.

States (CHAPTER 7)

- ↑ ready: everything works.

- → weakened: loses its own ability; items still work.
- Dragon Ember: ↑ fine (moving costs 1 effort), → damaged (moving costs 2).

End-of-day cleanup (CHAPTER 8)

1. Urgent cards expire: a hazard weakens the characters without protection at its place, a lead goes under the lead stack.
2. Turn fresh cards on their side.
3. Advance the day marker and take back all effort.
4. Lay out 1 task, 1 other card and the top lead of the stack, if any; a die roll picks the place (the numbers are on the place cards).

A place is a corner of the hills, a round is a day; the map is the land under the mountain.

Setup

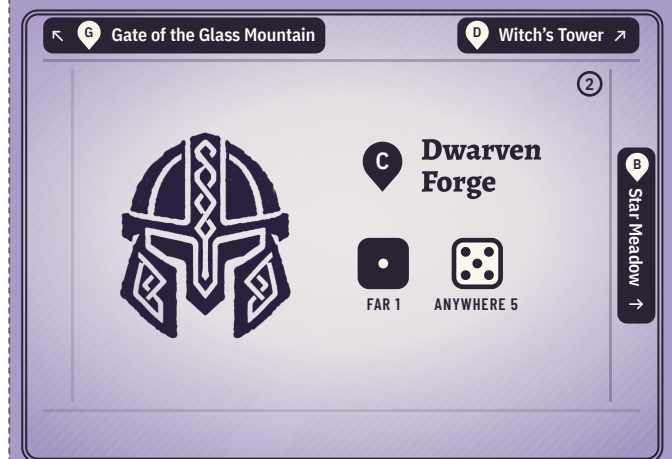
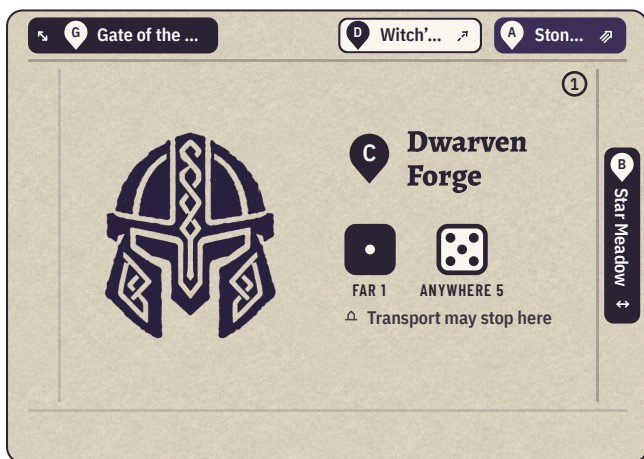
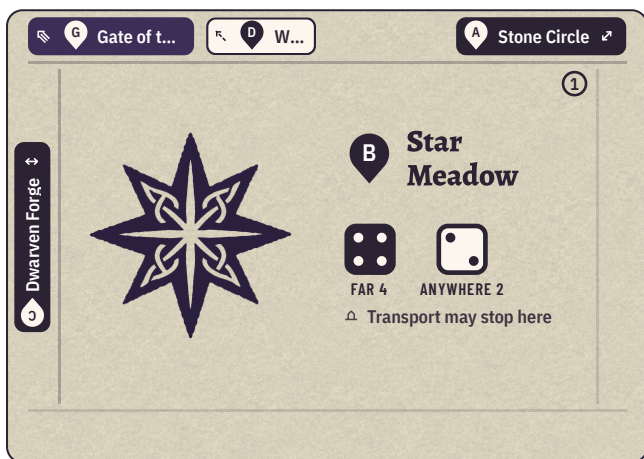
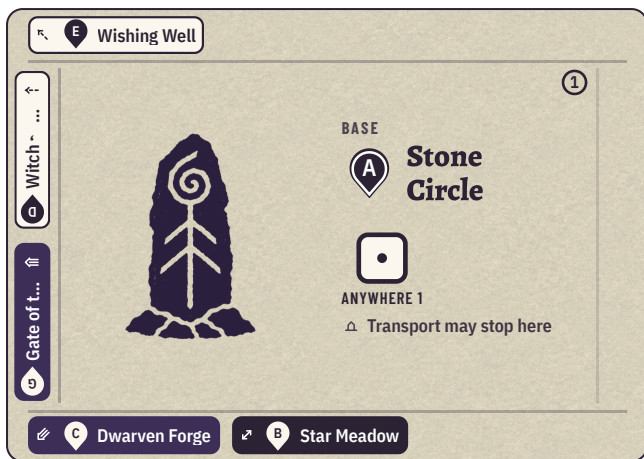
1. Lay out the place cards by their printed routes and the letters in the pins. The base is place A, the destination is the last letter.
2. Each player takes a character card (family side up) and its pawn.
3. Put all character pawns and the transport pawn (Dragon Ember) at the base.
4. Put 8 effort tokens in the middle and the day marker on space 1.
5. Who draws: the youngest player draws at setup and during day 1, the player to their left during each further day.
6. Sort the situation cards by their back into the task deck and the other deck and shuffle both.
7. Lay out the 3 leads face up; roll the die for each and put it on a place with a “far” number.
8. Lay out 2 cards from each deck. Roll the die for each: a task goes to the place with that “far” number, any other card to the place with that “anywhere” number. If no place has the number, roll again.

Prepare 8 identical effort tokens, one day marker, one die and 5 distinct pawns.

Cut out 39 cards. Cards of one deck must be indistinguishable from the back: print on opaque paper or put the cards in identical sleeves. Character pawns: 4; transports: 1; effort tokens: 8; day marker: 1; six-sided die: 1. Each card is 63 × 88 mm. The web game can save the state as an exact record; the physical game does not need the app.

Every card is printed as a pair: its face and its back joined by a dashed line (a lead and its task, a character and its advanced side, situations with the back of their deck, the scenario and the transport with the game back; with further expeditions also a place and the same place of the next expedition, a scenario and the front of the next expedition card). Portrait cards lie across like the places; face and back meet at their bottom edges on the line. Cut each pair out whole, fold along the line and glue; print single-sided only.

The other expeditions are on the backs of the place and scenario cards: the first side (light) belongs to expedition 1, 3 ..., the second side (coloured) to expedition 2, 4 ...; the expedition number in the ring of the top-right corner says which expedition a side of a card belongs to. An expedition with fewer places has a blank back on the rest. An expedition card has two faces: the back of a further expedition (the transport, what lies on the table from setup, the sentences of the expedition) is a two-sided card of its own, two expeditions to a card (2 and 3, 4 and 5 ...); it goes with the front of the same name and number in the ring.





Splint band

An endless winter is closing in on the hills. Only the runes ★ scattered across the land open the Gate of the Glass Mountain. A band of young dragon keepers gathers them and must reach the gate together with the dragon Ember.



Goal: 8 runes and the whole team with the transport at the destination.

Effort: 8 per day · days: 6

Team: Barbara, Christopher, Sabina, Otto

DAY
1
2
3
4
5
6

dragon • 2 • 0

(2)

Forest Paths

TOLBEK • DRAGON HILLS • EXPEDITION 2

● ● ○ DIFFICULTY 2/3

Open gate

An endless winter is closing in on the hills. Only the runes ★ scattered across the land open the Gate of the Glass Mountain. A band of young dragon keepers gathers them and must reach the gate together with the dragon Ember.

Split band: 8 runes. First dragon flight: 1 fewer, Keepers' trial: 1 more.

Effort: 8 per day • days: 6

ITEM 1

ITEM 2



Barbara
DRAGON RIDER

 dragon speech

 RED

ADVANCED SIDE

When you steer the transport, it goes 1 route further.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Christopher
SADDLER

 repairs

 BLUE

ADVANCED SIDE

Repairing the transport costs you no effort.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Sabina
FORTUNE TELLER

 fortune telling

 YELLOW

ADVANCED SIDE

You may turn a face-down card on a neighbouring place for free (with Discovery or in fog).

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 1

ITEM 2



Otto
HERBALIST

 herb lore

 GREEN

ADVANCED SIDE

Recovering a character costs you no effort.

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Barbara
DRAGON RIDER

 dragon speech

 RED

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Christopher
SADDLER

 repairs

 BLUE

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Sabina
FORTUNE TELLER

 fortune telling

 YELLOW

☐ ☐ ↑ ready · → weakened (loses its own ability)

ITEM 2

ITEM 1



Otto
HERBALIST

 herb lore

 GREEN

☐ ☐ ↑ ready · → weakened (loses its own ability)

dragon - 1 - e



Above the Hills

TOLBEK - DRAGON HILLS - EXPEDITION 1
● ● ○ ○ DIFFICULTY 2/3

Open gate

An endless winter is closing in on the hills. Only the runes ✱ scattered across the land open the Gate of the Glass Mountain. A band of young dragon keepers gathers them and must reach the gate together with the dragon Ember.



Split band: 8 runes. First dragon flight: 1 fewer, Keepers' trial: 1 more.

Effort: 8 per day · days: 6

1



Dragon Ember



Steered by a character with "dragon speech" on the dragon's back. Range 2 routes. Seats including the operator: 2.

↑ moving costs 1 effort - → damaged, moving costs 2



Rune on the Tower Top



Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Dragon Whistle



Item: gives "dragon speech"; one of the characters who solved the card takes it.

Place: die, "anywhere" numbers.

Expires without penalty.

BACK: OTHER

Above the Hills

TOLBEK - DRAGON HILLS - EXPEDITION 1

Shared pool: 8 effort tokens a day.
Dragon Ember: range 2 routes.

1

Dragon Hills



Dragon Hills

TASK



Dragon Hills

OTHER





Rune on the Tower Top

dragon speech + fortune telling

dragon speech + repairs



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Enchanted Guardian

spellcasting

herb lore + fortune telling



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK



Lurking Basilisk

fortune telling

Leaves protection: an item for one of the characters.

Place: die, "anywhere" numbers.

Expires: weakens characters without protection here, then turn it upside down.

BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.



Rune under the Fallen Gate

fortune telling + repairs

fortune telling + herb lore



Task

Place: die, "far" numbers.

Expires without penalty.

BACK: TASK

Dragon Hills

TASK



Dragon Hills

TASK



Dragon Hills

OTHER



Dragon Hills

TASK





Crystal Ball

none

● ○ ○

Item: gives
“fortune telling”;
one of the
characters who
solved the card
takes it.



fortune telling



Place: die, “anywhere” numbers.

 →  →  →  Expires without penalty.

● BACK: OTHER



Rune under the Fallen Gate



fortune telling

● ● ○



repairs

or



fortune telling

● ● ●



herb lore



Task

Place: die, “far” numbers.

 →  →  →  Expires without penalty.

● BACK: TASK



Rune in the Dragon's Nest



dragon speech

● ● ○



repairs

or



dragon speech

● ● ●



herb lore



Task

Place: die, “far” numbers.

 →  →  →  Expires without penalty.

● BACK: TASK



Rune in the Dragon's Nest



dragon speech

● ● ○



repairs

or



dragon speech

● ● ●



herb lore



Task

Place: die, “far” numbers.

 →  →  Expires without penalty.

● BACK: TASK

Dragon Hills

OTHER



Dragon Hills

TASK



Dragon Hills

TASK



Dragon Hills

TASK





Misty Gorge



dragon speech

+



fortune telling

or



fortune telling

Averted hazard.



Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

☐ → ☐ → ☐ → ☐

BACK: OTHER

● ○ ○

● ● ●



Moonstone Hourglass



fortune telling

● ○ ○

Item: one of the characters who solved the card takes it.

Discard: Turn one urgent task or lead anywhere back upright.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

☐ → ☐ → ☐ → ☐

BACK: OTHER



Angry Rooster



dragon speech

● ○ ○

Leaves protection from “Lurking Basilisk”: an item for one of the characters.

Place: die, “anywhere” numbers.

On expiry it weakens the characters at its place and damages the transport if it is there.

☐ → ☐ → ☐ → ☐

BACK: OTHER



Healing Potion

none

● ○ ○

Item: gives “herb lore”; one of the characters who solved the card takes it.



herb lore



Place: die, “anywhere” numbers.

☐ → ☐ → ☐ → ☐

Expires without penalty.

BACK: OTHER

Dragon Hills

OTHER



Dragon Hills

OTHER



Dragon Hills

OTHER





Mint Scarf

none

● ○ ○

Item: protects from "Sleeping Flowers"; one of the characters who solved the card takes it.



Place: die, "anywhere" numbers.



Expires without penalty.

● BACK: OTHER



Sleeping Flowers

herb lore

● ● ●

Leaves protection: an item for one of the characters.



Place: die, "anywhere" numbers.



Expires: weakens characters without protection here, then turn it upside down.

● BACK: OTHER

Lasting: whoever enters without protection is weakened. Solving it removes it.



Gale from the Mountains

dragon speech

● ● ●

Averted hazard.



Place: die, "anywhere" numbers.



On expiry it weakens the characters at its place and damages the transport if it is there.

● BACK: OTHER



Snapped Harness

repairs

● ● ●

Averted hazard.



Place: die, "anywhere" numbers.



On expiry it weakens the characters at its place and damages the transport if it is there.

● BACK: OTHER

Dragon Hills

OTHER



Dragon Hills

OTHER



Dragon Hills

OTHER



Dragon Hills

OTHER





Book of Spells

none

● ● ○

Item: gives
“spellcasting”; one
of the characters
who solved the card
takes it.

spellcasting



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER



Knighting Ceremony



*Ease: a card you solve together with the
guest of honour costs 1 less, at least 1.*

At once: The rolled character is the guest of
honour until the end of the day.

Roll the die: who. 1 = the drawing player’s
character, then clockwise. Too high? Reroll.



At once: resolve, discard, draw a
replacement.



BACK: OTHER



Magic Wand

fortune telling

● ○ ○

Item: gives
“spellcasting”; one
of the characters
who solved the card
takes it.

spellcasting



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER



Dwarven Hammer

none

● ○ ○

Item: gives “repairs”;
one of the characters
who solved the card
takes it.

repairs



Place: die, “anywhere” numbers.



Expires without penalty.



BACK: OTHER

Dragon Hills

OTHER



Dragon Hills

OTHER



Dragon Hills

OTHER



Dragon Hills

OTHER



②

Forest Paths

TOLBEK • DRAGON HILLS • EXPEDITION 2

Shared pool: 8 effort tokens a day.
Played on foot: the transport card and pawn stay aside.



Dazed Wanderer



Turn the card over: its back is "Giant at the Ford".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



OTHER SIDE (BACK)

Giant at the Ford



Task

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Forge after the Fire



Turn the card over: its back is "Spellbound Miller".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



OTHER SIDE (BACK)

Spellbound Miller



Task

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



Cracked Mirror



Turn the card over: its back is "Lost Rune of the King".

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK



OTHER SIDE (BACK)

Lost Rune of the King



Task

Place: die, "far" numbers.

Expires: put it lead side up under the lead stack.

TWO-SIDED: LEAD / TASK

