

A cartoon illustration of a bear-like character with a purple eye and a hammer, set against a fiery background. The character is holding a large hammer and has a determined expression. The background is filled with orange and yellow flames. The title "Forges of Ravenshire" is written in a stylized, metallic font with a red outline.

# Forges of Ravenshire

Designed by **Sam Stockton**

# Game Overview

1-4 players

50-100'

Ages 12+

**Grab a hammer and some steel, it's time to forge!**

The Blacksmiths Guild of Ravenshire is in need of a new Forgemaster. You and your fellow smiths are competing to see who can make the most money and become the new Forgemaster.

## Table of Contents

**2** Component List

**3** Mainboard Setup

**4** Player Setup (1-4 Players)

**5** Assistants Cards - How to Win - Starting the Game - Playing the Round

**6** Districts on the Mainboard - Gathering Phase

**7** Recruiting Guild Members - Action Tokens - Build Upgrades

**8** Build Upgrades - Overtime Cards- Market Exchange - Production Phase - Place your Dice

**9** Completing Contracts, Finishes, and Reputation

**10** End of Round Phase - Scoring Titles

**11** Final Scoring - Reference - Credits

# Components List



(1) Main Board



(4) Player Boards



(6) Six Sided Dice  
Alchemist Guild  
(Orange)



(6) Six Sided Dice  
Harvester Guild  
(Green)



(6) Six Sided Dice  
Merchant Guild  
(Purple)



(52) Cubes  
(13/Player)



(1) 1st  
Player Marker



(21) Common  
Contracts



(15) Exceptional  
Contracts



(12) Legendary  
Contracts



(40 - 1) Gold Coins  
(25 - 5) Bronze Coins  
(25 - 20) Silver Coins



(9) Title  
Cards



(8) Overtime Cards  
(2/Player)



(1) Badger  
Assistant Die



(1) Raven  
Assistant Die



(4) Assistant  
Cards

## TOKENS



(9) Alchemist Guild  
Member Tokens



(9) Harvester Guild  
Member Tokens



(9) Merchant Guild  
Member Tokens



(20) Action  
Tokens



(1) Round  
Tracker



(4) Player  
Tokens



(16) Upgrade Tokens  
(4/player)

## MYSTICS



(20) Mithril



(20) Embergem



(20) Talisman



(20) Dragon Scales

# Dashboard Setup

**1**  
Place the **Player Tokens** at "0" on the **Reputation Track** on the **Main Board**.

**2**  
Roll 2 **Harvester Guild Dice** **2** and place one on each of the leftmost spots of the **Sharprock Mountains (I)** and the **Darkwood Forest (II)**.

**3**  
Roll 2 **Alchemist Guild Dice** **1** and place one on each of the leftmost spots of the **Tannery District (III)** and the **Smoky Valley (IV)**.

**4**  
Roll 2 **Merchant Guild Dice** **1** and place one on each of the leftmost spots of the **Bramwell Foundries (V)** and the **Guild Halls (VI)**.

**5**  
Shuffle the **Guild Tokens** and place 6 face up on the **Guild Halls** on the main board. Stack the rest face down nearby.

**6**  
Shuffle the **Title Tokens** and place 4 (for 1-3 players) or 5 (for 4 players) face up next to the board. Put the rest back in the box.

**7**  
Shuffle the three **Contract Decks** separately and place them next to the board. Then take the top 3 cards of each deck and place them face up next to their corresponding decks.

**8**  
Place the **Coins** and **Mystic Tokens** around the board so players have easy access to them.



# Player Setup (1-4 players)

(For Solo Mode and optional 2 Player Mode, see other rulebook)

**1**  
Choose a **Player Board** with its: **A Upgrade Tokens**, **B Overtime Cards**, **C Reference Cards**, and **D Cubes** to track your inventory of Goods.

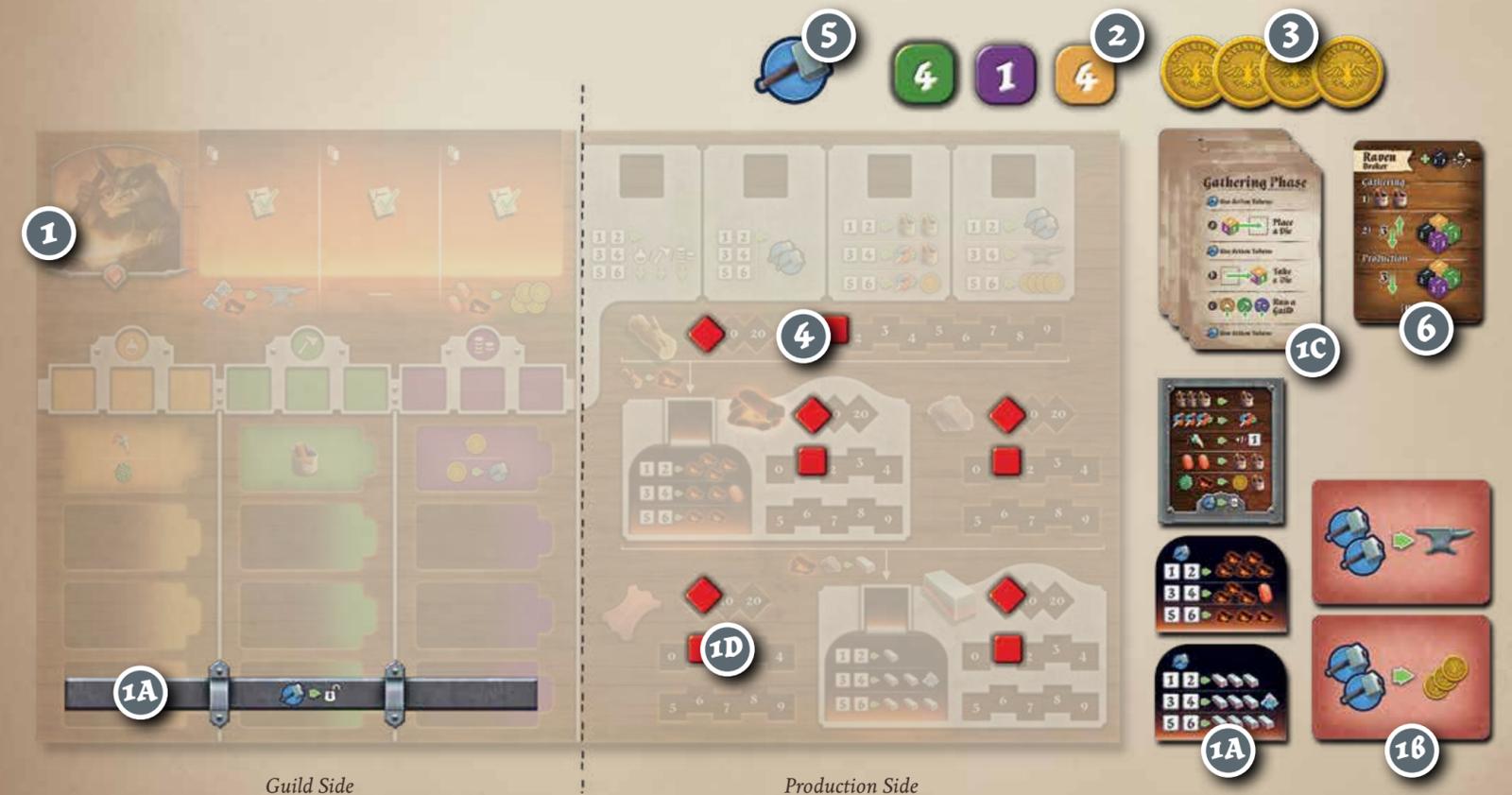
**2**  
Take 1 **Alchemist Die**, 1 **Harvester Die**, and 1 **Merchant Die**.

**3**  
Take 4 **Gold Coins**.

**4**  
Using your cubes, give yourself one good of each type: **Ore**, **Charcoal**, **Steel**, **Leather**, and **Wood**.

**5**  
Take 1 **Action Token**.

**6**  
Optional: All players randomly take 1 **Assistant Card**.



## Assistants Cards

**A**ssistants are cards that can give you special bonuses, dice, and abilities. They can alter the way you play and give you advantages in certain aspects of the game. We recommend them, but if you want a simpler game, feel free to take out the Assistant Cards and play without them. If you decide to use them, here is what each card can do:

### Badger Assistant

This card gives you an extra die, but you can use it only during the production phase. Roll the badger die along with your normal dice at the beginning of the game and the end of every round (season). Place 4 dice in the production phase instead of 3.



### Raven Assistant

This card allows you to gain two goods of your choice at the beginning of every gathering phase (1/season). It also gives you an extra die to be used like any other die, with the following rules:

- You will place only **3 dice** and take only **3 dice** during the **Gathering Phase**.
- The **Raven Die** can be used to run any guild when it is taken during the **Gathering Phase**.
- You will place only **3 dice** during the **Production Phase**. You can choose from any of the **4** you have.



### Guild Advisor

Before the game begins, recruit one available guild member in the Guild Halls (VI) for free. Refill the Guild Halls (VI) as normal. Whenever you recruit a guild member, you may place it in any column on your board, not just the guild column where it would normally belong.



During the end of round phase, you may move 1 of your guild members to another column or swap places with another guild member on your board.

### Noble Patron

Before the game begins, upgrade your Market Exchange, Charcoal Kiln, Steel Foundry and Guild Workshop for free.



**You are ready to play!**

## How to Win

**A**fter 4 rounds of play, the blacksmith with the most money wins. You earn money primarily from completing contracts, but also by increasing your Reputation, earning Titles, running your guilds, and obtaining gold in Market Exchanges.

Completing contracts requires resources, which you'll gain by placing and retrieving dice, running your guilds, and operating your forge. To obtain the more lucrative contracts, though, you'll need to increase your Reputation and gather more resources, including Mystics.

## Starting the Game

**E**veryone rolls their 3 dice once and keeps the results. **The player who rolls the highest total goes first.** (Example: rolling 4, 2, 6 = 12)

If there is a tie for the highest total, choose the player with the highest individual die. A player with 6, 3, 3 would go first over someone with 5, 5, 2.

If there is still a tie, flip a coin or roll a die to determine who goes first between the players who tied.

Whoever goes first gains the 1st Player Marker, and play proceeds to their left.

Before play starts, hand every player 3 cards face down from the Common Contracts deck. You will each choose one card to keep and return the rest face down to the bottom of that deck.

## Playing the Round

Every round is split into 3 phases:

- Gathering Phase**
- Production Phase**
- End of the Round Phase**

## Districts on the Main Board



### I. Sharprock Mountains:

Gain **Ore** and potentially **Mithril**.

### II. Blackwood Forest:

Gain **Wood** and potentially **Dragon Scales**.

### III. Tannery District:

Gain **Leather** and potentially a **Talisman**.

### IV. Smoky Valley:

Gain **Charcoal** and potentially **Embergem**.

### V. Bramwell Foundries:

Gain **Steel** and potentially an **Action Token**.

### VI. Guild Halls:

Recruit a **Guild Member** and either gain a **Good** of your choice or a **Mystic** of your choice.

## Gathering Phase

**D**uring the gathering phase, you will take turns performing two actions in succession: place a die, and take a die plus run a guild to acquire goods, mystics, and money.

You CANNOT use an Action Token or Overtime Card while an action is being taken. Once an action is started, it must be completed. By contrast, you CAN use the Market Exchange in the middle of another action.

You may use Action Tokens, Overtime Cards, and Market Exchanges at any time before or after you complete one of these 2 actions.



### A) Place a Die

When it is your turn, place 1 die of any color onto an open space in any of the 6 districts on the main board. When you do so, gain the resources or do the action that corresponds with that die placement. Note that there are only 2 possible spaces in each district.

**Example:** Placing the '2' die here gains the player 2 Ore and 1 Mithril.



### B) Take a Die

After you have placed a die, you need to take a die from one of the 6 districts on the main board. When you do so, gain the resources or do the action that corresponds with that die you took. **However, you cannot take the same die that you just placed.**

**Example:** Taking the '4' die here gains the player 3 Wood.



### C) Run a Guild

The die that you pulled from a district is now placed on your player board in the matching guild area. For example, if you pulled an **Alchemist Die** you will need to place it in the **Alchemist Guild Area** on your player board. Do not change the number on the die, as that will come into play later.

**Example:** After taking a **Harvester Die**, the player will run the **Green Harvester Guild** on their player board. They would gain 1 Good of their choice (Ore, Charcoal, Steel, Leather, or Wood), 1 Steel, and 2 Ore.

You may now complete all actions available to that guild, in any order. You may complete the action of each guild member only once.

## Recruiting Guild Members

When recruiting a **Guild Member**, choose from any one of the 6 Guild Tokens in the **Guild Halls (VI)** area. You will need to pay the Cost Requirement shown in the bottom left of the token when you recruit it. Then place the acquired Guild Member onto your player board in the matching guild column.



After recruiting a Guild Member, fill the empty space right away in the Guild Halls (VI). If you took the token from the bottom row, slide the token in the top row of that column down, then fill the space at the top with a new guild token from the face down stack. If you took the token from the top row, simply fill the space with a new token from the stack.

## Action Tokens

Any time before or after taking an action in the Gathering Phase, you may use an **Action Token** to do any of the following:

### Gain a contract

Gain a contract from the **Open Contracts Area**. You must meet the Reputation requirement for that contract. At the start of the game, you meet the requirement only for the ★ Common Contracts.

### Refresh row of contracts

Refresh a row of contracts and gain a contract. Choose a row in the Open Contracts Area and place the currently available contracts face down on the bottom of their deck. Place 3 new contracts from the top of the deck face up into the Open Contract Area. **You must** take one of those 3 contracts, then replace it with a new contract face up from the top of the deck. **Note: you must meet the Reputation requirement for the row of contracts you are refreshing.**

### Recruit a Guild Member

Recruit a Guild Member from the Guild Hall, paying its cost as usual. Fill the empty space as described in 'Recruiting Guild Members'. (pg.7)

### Build an Upgrade

Upgrade your forge by spending the number of Action Tokens required to complete the specific upgrade. The upgrades will improve your Charcoal Kiln, Market Exchange, Steel Foundry, or Guild Workshop to provide enhanced benefits.

**You MAY NOT use Action Tokens:**

-Between taking a die and running a guild -During the Production Phase.



## Build Upgrades

Upgrade your forge by spending the number of Action Tokens required to complete the specific upgrade. The upgrades will improve your Charcoal Kiln, Steel Foundry, Market Exchange, or expand your Guild Workshop to provide enhanced benefits.



**A Improved Foundry:** Increases your Steel Bonus. Costs 1 Action Token.

**B Improved Kiln:** Increases your Charcoal Bonus. Costs 1 Action Token.

**C Improved Market Exchange:** Allows a Talisman to change a die's value by up to 2, higher or lower. Costs 1 Action Token.

**D Expand Guild Workshop:** Unlocks the 4th row of the Guild Workshop, allowing you to recruit up to 4 guild members instead of 3 for each Guild. Costs 1 Action Token.

## Overtime Cards

Anytime during the Gathering Phase, you may spend the Action Tokens shown on an Overtime card to use it. Once a card is used, it is discarded.

**Special Training:** Provides a one-time bonus of 1 Reputation. Costs 2 Action Tokens.

**Side Jobs:** Provides a one-time bonus of 3 gold. Costs 2 Action Tokens.

## Market Exchange

Any time during the Gathering Phase, you may do a Market Exchange. Each of these steps may be performed multiple times in a single turn.



**1. Good Exchange:** Convert 3 Goods of one or more types into 1 Good of your choice.



**2. Mystic Exchange:** Convert 3 mystics of one or more types into 1 mystic of your choice. (e.g., 3 Dragon Scales = 1 Embergem or 2 Talisman + 1 Embergem = 1 Mithril).



**3. Talisman:** During your turn in the gathering phase or during the production phase. You may change one of your dice or a die on the main board up or down by 1 for each Talisman spent. You may use multiple Talisman on the same die. You cannot change a 1 into a 6 or a 6 into a 1 with a single Talisman.



**4. Embergem:** Exchange 2 Embergem for 2 Goods of your choice. (Ore, Charcoal, Steel, Leather, or Wood) You don't have to choose two of the same Good.



**5. Dragon Scales + Charcoal:** Gain 1 Gold and 1 Good of your choice (Ore, Charcoal, Steel, Leather, or Wood) when you turn in a Dragon Scales and a Charcoal.

## Production Phase

During the Production Phase you will be placing dice onto your production player board, completing contracts, using the Market Exchange, and spending Action Tokens to build upgrades. These can be done in the order of your choice.

This phase is played by all players simultaneously. However, if this is anyone's first game, we recommend continuing in turn order for at least the first Production Phase.

### Place your dice

### Complete Contracts

### Use the Market Exchange

## Place your Dice

Take the three dice on the **Guild Side** of your board and place them in spaces on the **Production Side** without changing their values. When you are ready, activate the actions that are associated with those dice placements. They can be done in any order, and you may do other actions before or after an action is completed.

After you've activated a die, take it off the board and place it in front of you to be rolled again at the end of the round.



**1 Overtime:** A die placed here allows you to run one of your Guilds on the Guild section of your player board. **Color of the die doesn't matter.**

**2 Hire Help:** Placing a die here gains you 2 Action Tokens.

**3 Scrap Pile:** Placing a die here allows you to gain some additional Goods of your choice, Mystics of your choice, or Gold.

**4 Forge Mastery:** Placing a die here allows you to gain 2 Action Tokens, increase your Reputation by 1, or collect 4 Gold.

**5 Charcoal Kiln:** Convert at a rate of 1 Wood into 1 Charcoal. A die placed here allows you to run the Kiln while giving you bonus Charcoal and, potentially, an Embergem.

**6 Steel Foundry:** Convert at a rate of 1 Ore and 1 Charcoal into 1 Steel. A die placed here allows you to run the Foundry while also giving you bonus Steel and, potentially, a Mithril.

## Completing Contracts, Finishes, and Reputation

Each contract requires a certain amount of goods and mystics to be completed. A contract can be completed at any time during the Production Phase; you don't need to place any dice on the board to complete a contract.

**Weapon Contract**

Requirements:

- 10 Steel
- 4 Wood
- 6 Leather
- 2 Embergems

Benefits:

- 17 Gold Coins
- 3 Reputation
- 2 Goods of your choice

Legendary

After completing a contract, you will apply 1 of 3 finishes: a Normal Finish, a Mithril Finish, or an Embergem Finish. **You may do each finish as many times as you want over the course of the game, but you may only do one finish per contract.**

### Normal Finish:

No additional resources required, and no additional benefits gained.

**Mithril Finish:** 2 Mithril + 1 Charcoal required in addition to the normal cost of the contract. This will increase your Reputation by 1 on the Reputation track. May be applied only once per contract.

**Embergem Finish:** 2 Embergems + 1 Charcoal required in addition to the normal cost of the contract. This will give you 4 additional gold when completing the contract. May be applied only once per contract.

When you're done with a contract, slot it into the space corresponding to the finish you applied. There is no limit to the number of contracts in each space.

**Tier 1: Common Contracts**

**Tier 2: Exceptional Contracts**

**Tier 3: Legendary Contracts**

When completing a contract, remove the required resources from your board. Immediately gain the benefits noted at the bottom of the contract. (Reputation, Gold, Goods, Mystics, Tokens).

If the card says to also gain **Reputation**, move your player token along the Reputation track on the main board by the amount specified. Immediately gain any benefits shown from moving along the Reputation track. At the end of the game, you will gain money based on your Reputation level on the track.

**A** Example: The Red Player would immediately gain 1 Good of its choice. (Ore, Charcoal, Steel, Leather, or Wood) At the end of the game, the red player would gain 1 Gold by being at Reputation Level 1.

**B** Example: The Yellow Player is now able to draw **Legendary Contracts** from the Contract Open Area.

## End of Round Phase

During the End of Round Phase, you will: 1. Check for the completion of Titles, 2. Prepare the board for the next round, 3. Pass the 1st Player Marker and 4. Roll your Dice.

(Note: Skip 2, 3 and 4 in Final Round.)

### 1 Check for Titles Completion

Once everyone is finished with the Production Phase, check each Title to see if one or more players meet its requirements. All players who meet the requirements for a given Title in this round gain the Gold reward. Any Title whose requirements are met is then flipped over and cannot be scored again for the rest of the game. A player can score more than one Title both in a single round and over the course of the game.

**Example:** One or more players earn the Title of Weaponsmith this round by completing their 5<sup>th</sup> weapon contract. Each collects 10 gold, and the Title is turned face down.

## Scoring Titles

### EXCEPTIONAL

- Complete 3 Exceptional Contracts •

### ARTIFICER

- Complete any 7 Contracts •

### LEGENDARY

- Complete 2 Legendary Contracts •

### EMBERSMITH

- Complete 4 Contracts with Embergem Finish •

### WEAPONSMITH

- Complete 5 Weapon Contracts •

### BRIGHTSMITH

- Complete 4 Contracts with Mithril Finish •

### SHIELDWRIGHT

- Complete 5 Shield Contracts •

### GUILDMASTER

- Recruit a total of 9 Guild Members •  
(Note: You start the game with 3).

### ARMORER

- Complete 5 Armor Contracts •

### 2 Prepare the Board

During the End of Round Phase, the game board needs to be refreshed for the next round.

- Discard the bottom row of Guild Members in the Guild Hall, move the top row of Guild Members down, and add 3 new Guild Members to the top row.

- The current 1<sup>st</sup> Player collects all 6 dice on the Main Board, shakes them up in their hands, and randomly rolls one die at a time for each District, starting with I and ending with VI.

- Move the round marker at the top of the main board to the next round.

### 3 Pass the 1st Player Marker

Pass the 1st Player Marker to the left. The player who went first this round will go last in the next round.

### 4 Roll your Dice

Everyone rolls their 3 dice once and keeps the results.

**Now you are ready for the next round**

## Final Scoring

**A**fter the 4th round, gain the amount of Gold as shown on the bottom of the Reputation square your player token currently occupies.

Use the Market Exchange to trade in mystics to gain gold. (Trade for Dragon Scales and turn them in for gold.)

You may play any unused Overtime Cards, paying their cost as normal.

Trade in Action Tokens for gold. **1 Action Token = 1 Gold.**



Add this Gold and all the Gold you have earned throughout the game to get your final score.

**Whoever has the most Gold wins and becomes the new Forgemaster of Ravenshire!**

**In the case of a tie:**

The tied player with the highest Reputation wins. If there is still a tie, the tied player with the most completed contracts wins. If two or more players have equal amounts of Gold, Reputation, and completed contracts, the one with the most Goods and Mystics wins.

## Reference

|  <b>Goods:</b> |  <b>Mystics:</b> |  <b>Actions:</b>                  | <b>Gathering Phase:</b>   | <b>Production Phase:</b>  | <b>End of Round Phase:</b>   |
|---|---|--|---|---|--|
|  Wood          |  Talisman        |  Gain a Contract                  |  Use Action Tokens   |  Place your Dice           |  Check for Titles Completion  |
|  Ore          |  Dragon Scale   |  Refresh Row and Gain a Contract |  Place a Die        |  Complete Contracts       |  Prepare the Board           |
|  Charcoal    |  Mithril       |  Recruit a Guild Member         |  Use Action Tokens |  Use the Market Exchange |  Pass the 1st Player Marker |
|  Steel       |  Embergem      |  Build an Upgrade               |  Take a Die        |   |  Roll your Dice             |
|  Leather     |   |  Overtime Cards                 |  Run a Guild       |   |  |
|   |   |  |  Use Action Tokens |   |  |

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