

# ROLL PLAYER



Honour Token



Injury Token



XP Cube



## SET UP

- Each player rolls 1 Die. The player with the highest roll gains the Start Player Token.
- Place all Attribute and Boost Dice inside the bag.
- Each player receives:

**1 Character Sheet** - on a side of their choice  
**5 Gold**  
**1 Backstory card**  
**1 Alignment card**  
**1 XP Cost Summary card**  
**1 Updated Player Aid card**

- The 3rd player gains 1 extra Gold, the 4th player gains 2 extra Gold. If there are 5 players, no one gains any additional Gold.
- In turn order, each player draws 1 Die from the bag (redraw if repeat colour, Yellow or Boost Die is drawn) and takes the matching Class card on a side of their choice.
- Take 2 Markers of the matching colour. Place 1 on your Class card, and the other in the centre of the Alignment card.
- Shuffle both 1 dot and 2 dot Market Decks separately and remove a number of cards from each Deck according to the number of players:

**2 players:** -18 cards | **3 players:** -14 cards | **4 players:** -12 cards | **5 players:** -7 cards

- Create a Market Deck with 1 dot cards on top of 2 dot cards.
- Draw a number of cards equal to the number of players +2 to create the face-up Market Display.
- Lay out the correct Initiative cards based on the number of players. Place 1 Gold on the Initiative cards that show a Gold in the corner.
- Starting with the 1st player, all players draw and roll a number of starting Dice:

**2 players:** 6 Dice | **3 players:** 7 Dice | **4/5 players:** 8 Dice

- Arrange your starting Dice in the Attribute rows as you like. Each row must be filled from left to right. No Actions will be taken here. If you fill a row with 3 Dice, earn 1 Gold as indicated. If you place a Yellow Dice, earn 2 Gold.
- Using Monster cards from the 2P+ Deck, remove any that match the player's class colours, and pick 1 Monster that remains.
- Randomly select 1 face-down Location, Obstacle, and Attack card for the Monster chosen.
- Create a Minion Deck with 1 dot cards on top of 2 dot cards. Discard the top 7 cards then flip the top Minion card face-up on top of the Deck.

## GAME PLAY

The game is played in a series of Rounds until all players have filled up every Attribute slot on their Character Sheet. Each Round consists of 4 Phases.

### PHASE 1: ROLL PHASE

- The Start player rolls a number of Dice equal to the number of Initiative cards in play.
- Place the Dice on the Initiative cards in ascending order.
- If duplicates are rolled, the Start player will choose which Die goes before the others of the same number.

### PHASE 2: CHARACTER CREATION PHASE

- In clockwise order, players choose 1 Initiative card to take with its Die, and Gold (if any).
- Place the Die in any leftmost Attribute slot and then you may take the Attribute Action associated with that row.
- Take 1 Gold if the 3rd slot is filled and/or 2 Gold if the Die is Yellow.

### PHASE 3: MARKET PHASE

In initiative order from low to high, each player may either:

#### 1) DISCARD ANY 1 MARKET CARD FOR 2 GOLD.

#### 2) BUY 1 MARKET CARD.

- Pay the cost shown in the upper-right corner of the card in Gold and/or Charisma Tokens.
- Place any card bought in the appropriate area around your Player Board.
- You may have any number of Trait, Skill, and Armour cards. You may not equip more than 2 "hands" worth of Weapons. You may discard a Weapon at any time.
- When buying a Trait card, move your Alignment Marker if possible.
- Skill cards can be used anytime on your turn. To use, move your Alignment Marker as indicated, then exhaust the card by turning it sideways. An exhausted card can't be reused until it is refreshed. If you can't move your Alignment Marker as indicated, you can't use the Skill card.

#### 3) GO ON A HUNT.

- Attack the top card of the Minion Deck. You may pay 3 Gold to place the top card on the bottom of the Minion Deck as many times as you'd like.
- Take 1 Combat Die plus any extra Combat Dice earned from the Minion. You may also hire "Mercenaries" (1 extra Combat Die) for 3 XP or 5 Gold/Charisma Tokens each.
- Roll all Combat Dice. You may spend 1 XP to reroll any 1 Die, as many times as you'd like. Compare your roll result with the chart on the Minion card and take the rewards/penalties shown.

- If the level reached does not have a Trophy, put the Minion card on the bottom of the Deck. If it does, gain the card.

**1st Trophy:** secretly look at the face-down Location card and take an

**2nd Trophy:** secretly look at the face-down Obstacle card, and take an

**3rd Trophy:** secretly look at the face-down Attack card, and take an

**4th+ Trophy:** gain 1 XP Cube.



- For every matching Token you have, you may look at the matching face-down card again at anytime.

## SPENDING XP

**1 XP:** Reroll any 1 Combat Die.

**2 XP:** Discard an Injury Token during the Creation Phase before Final battle.

**3 XP:** Hire a "Mercenary" (1 extra Combat Die) before making a Combat roll.

**4 XP:** Take any Attribute Action during the Character Creation Phase.

## PHASE 4: CLEAN UP PHASE

- Discard all Charisma Tokens.
- Each player refreshes 1 Skill card by turning it upright.
- Return all Initiative cards and return remaining Dice to the bag.
- Discard the remaining Market cards and reset the Market Display.
- Place Gold on the Initiative cards that get 1 and don't already have 1.
- Pass the Start Player Token to the left and start a new Round.

## FIGHTING THE BOSS

Once all players have completely filled their Character Sheets they then have to fight the Boss.

- Spend any XP you wish at this time in order to modify your Player Board and/or discard Injury Token(s).
- All players take 1 Combat Die.
- Resolve the Location, Obstacle and Attack cards. Players with the corresponding Token for each card gain the benefit if they are eligible. Ties are friendly, so all tied players will earn the rewards.
- Players may also hire "Mercenaries" (1 extra Combat Die) for 3 XP or 5 Gold/Charisma Tokens each.
- Roll all Combat Dice. You may spend 1 XP to reroll any 1 Die, as many times as you'd like. Add +1 to the Combat roll for each Honour Token you have, and -1 for each Injury Token you have, then declare "Final Dice." Some Monsters affect "Final Dice".
- If you fail to meet or exceed the Monster's Health in the card's upper left, you do not get any Star points.
- If you do succeed by meeting or exceeding the Monster's Health, earn Star points as shown on the card.

## END GAME

Flip your player aid and use the Marker for scoring.

- Attribute Rows:** Add up the numbers on the Dice, apply modifiers, and earn Stars for each row goal you've met.
- Class Colour Dice:** Earn 1 Star for each matching Die of your Class colour.
- Alignment Card:** Earn Stars based on the position of your Marker on your Alignment card.
- Backstory:** Earn Stars based on how many Dice are in their correct slots.
- Armour Cards:** Earn Stars for the number of cards you have in each set of Armour, plus any bonuses as stated on the cards.
- Trait Cards:** Earn Stars as shown.

**The player with the most Stars is the winner.**

**Ties are broken by most Gold, then by fewest Dice in your Class colour.**

## ATTRIBUTE ACTIONS



### STRENGTH

Change the value of any Die on your Character Sheet to its opposite side.



### INTELLIGENCE

Reroll any Die on your Character Sheet. Choose either the new or the old value to keep.



### DEXTERITY

Exchange the placement of any 2 Dice on your Character Sheet.



### WISDOM

Move the Marker on your Alignment card 1 space.



### CONSTITUTION

Increase or decrease the value of a Die on your Character Sheet by 1. **Values do not loop.**



### CHARISMA

Gain 1 Charisma Token. It counts as 1 Gold in the Market Phase for this Round only.

# ROLL PLAYER

## NOTES FROM MANUALS

**GENERAL:** If there is ever a discrepancy between a card and the rulebook, follow the rules on the card.

**ADVENTURE CARDS:** Once a player has obtained an Adventure Token for an Adventure card, they can look at that card again as often as they wish.

**ATTUNED (DRUID CLASS ABILITY):** The player may return any card from the Market discard pile to the Market. They do not replace cards; they add to them.

*Example:* In a 4 player game, the player may add a 6th card to the Market from the Market Discard Pile before the Market Phase begins.

**BACKPACK:** A player may store up to 4 Dice on the Backpack card and may move any number of Dice from the Backpack card to their Character Sheet in a single turn. A player cannot store more Dice on the Backpack Card than the number of open Spaces on their Character Sheet. If a player stores a Die on the Backpack card, they do not take an Attribute Action nor gain Gold for Yellow Dice until the Die is placed on the player's Character Sheet. The Backpack does not count toward a player's Weapon card limit.

**BLESSED MACE:** This Weapon card's ability does not trigger when a player goes on a Hunt in the Market Phase.

**CHARMING (BARD CLASS ABILITY):** Both purchases are made during the player's turn in the Market Phase. If a Charisma Token is used, it only applies to 1 purchase. Charming cannot be used to discard cards from the Market to gain Gold.

**CLIMB / INTIMIDATE:** These abilities only affect the Dice on Initiative cards that have not yet been selected in the Dice Phase. When reordering the Dice on the Initiative cards in the centre of the table, the player follows the ordering rules from the Roll Phase as though they were the Start Player.

**COMPASSIONATE / HONEST / OBNOXIOUS:** These cards ignore Boost Dice, as they are colourless.

**DIPLOMACY:** When used, this card is exhausted while the targeted Skill card is not exhausted. It is possible to use Diplomacy to adjust the Alignment of the player who used Diplomacy and not take the Action on the target Skill card.

**DISGUISE:** The player's Alignment is not affected by the Arrow Icon on either Trait card in the exchange. However, the player must move the Tracking Token on their Alignment card toward Evil, as indicated on the "Disguise" card.

**IRONCLAD (KNIGHT ABILITY):** After buying an Armour card from the top of the Market Deck using Open Lock, the player may use the Ironclad ability.

**JEWELLED DAGGER / LONGSWORD:** When a player scores their Attribute Goals with these weapons, Dice can be valued as greater than 6. These Weapon cards have no effect when determining if a player has met requirements on a Trait card like Reckless or Weak.

*Example:* If a player has the Jewelled Dagger and has a Blue 5, a Yellow 6 and a Yellow 5 in Strength, their Attribute Score is  $18 = 5 + 6 (+1) + 5 (+1)$  when scoring their Attribute Goals.

**LEVITATE:** When choosing a Die colour to increase, the player may choose Boost Dice.

**MOVE SILENTLY:** When using Move Silently to buy a card from the Market Discard Pile, a player may not also discard a card from the Market and gain 2 Gold. Charisma Tokens may be used when purchasing from the Discard Pile. If used with the Heavy Crossbow, the player does pay 1 fewer Gold when buying from the Market Discard Pile.

**NEGOTIATE:** When using Negotiate, if the player places a Yellow Die from the Dice Pool on their Character Sheet, the player does gain 2 Gold from the supply. When reordering the Dice on the Initiative cards, the player follows the rules from the Roll Phase as though they were the Start Player.

**OPEN LOCK:** When using Open Lock to buy a card from the top of the Market Deck, discounts may not be used (Charisma Tokens, Heavy Crossbow, etc.) If the card bought is a Trait card, the player must move the tracking Token on their Alignment card, if movement from the current position is possible.

**SEARCH:** The player may look at the contents of the Dice bag when selecting a Die from it. Gold is awarded to the player if a Yellow Die is placed on the player's Character Sheet as a result of using Search. Search cannot be used to replicate a dissimilar Die.

*Example:* A Boost Die on a player's Character Sheet that has a value of 7 or 8 cannot be replaced with a standard Die, as a standard Dies is numbered 1 to 6.

**SLEIGHT OF HAND:** When a Die is moved as a result of using Sleight of Hand, it does not trigger the Attribute Action in the new location, and Gold is not awarded to the player if the Die is moved to the final space of an Attribute Row. After this Skill card is used, close any open spaces by sliding all Dice to the left.

**SPIKED CLUB:** The XP gained from this card is in addition to the 2 Gold gained from discarding a card from the Market.

**STONESKIN / TREMOR:** If the player's tracking Token is on a negative Reputation Star space of their Alignment card and they have fewer Gold/XP than the card requires them to lose, they lose as much as possible and gain the card.

**TOWER SHIELD:** If the player has either no Armour or only complete Armour sets (i.e. 5 Chain, 4 Leather, or 3 Mystic), no additional Reputation Stars are earned.

**TUMBLE:** The use of the word "selected" on this card indicates that the player may look in the Dice bag and pick any Die of their choice.