

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+

Welcome to Ravenshire, a town renowned in the Kingdom of Brocdour for its incredible blacksmiths and talented guild workers. A haven where adventurers come to commission new weapons, shields, and armor. You have come just in time; the Forgemaster has gone missing and the Blacksmiths Guild of Ravenshire is in dire need of a new leader. **Grab a hammer and some steel, it's time to forge!**

Table of Contents

2 Component List

3 Main Board Setup

4 Player Setup (1-4 Players)

5 Assistant Cards

6 How to Win - Starting the Game - Playing a Season

7 Districts on the Main Board - Gathering Phase

8 Recruiting Guild Members - Market Exchange

9 Action Tokens - Use Action Tokens - Hand Limit

10 Build an Upgrade - Production Phase - Place your Dice

11 Completing Contracts - Reputation

12 Finishes - End of Season Phase - Check for Completed Titles

13 Scoring Titles - Prepare the Main Board - Pass 1st Player Marker - Roll Player Dice

14 Final Scoring - Credits

15 Reference

Component List

BOARDS



(1) Main Board



(4) Player Boards

CARDS



(21) Tier 1: Common Contracts



(15) Tier 2: Exceptional Contracts



(12) Tier 3: Legendary Contracts



(8) Assistant Cards



(24) Reference Cards (6/player)



(9) Title Cards

DICE



(6) Six Sided Dice Alchemist Guild (Yellow)



(6) Six Sided Dice Harvester Guild (Green)



(6) Six Sided Dice Merchant Guild (Purple)



(52) Cubes (13/Player)

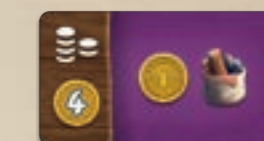


(1) Badger Assistant Die



(1) Raven Assistant Die

TOKENS



(14) Merchant Guild Member Tokens (Purple)



(14) Harvester Guild Member Tokens (Green)



(14) Alchemist Guild Member Tokens (Yellow)



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



(20) Upgrade Tokens (5/player)



(4) Player Tokens



(20) Action Tokens



(1) 1st Player Marker



(1) Season Tracker

MYSTIC TOKENS



(20) Mithril



(20) Embergem



(20) Talisman



(20) Dragon Scales

Main Board Setup

1
Place the **Player Tokens** on the leftmost space on the **Reputation Track**.

2
Place the **Season Tracker** on Spring (1).

3
Roll 2 **Alchemist Guild Dice**, 2 **Harvester Guild Dice**, and 2 **Merchant Guild Dice** and randomly place 1 die on each of the leftmost spots of Sharprock Mountains (I), Darkwood Forest (II), Tannery District (III), Smokey Valley (IV), Bramwell Foundries (V), and the Guild Halls (VI).

4
Shuffle the 3 types of **Guild Member Tokens** separately and place them above the Guild Halls (VI). Then take the top 2 tokens of each Guild and place them face up below in their corresponding column.

5
Shuffle the **Title Cards** and reveal as many of them as there are players plus 1. Put the rest back in the box (e.g. 5 cards for a 4 player game).

6
Shuffle the 3 **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.

7
Place the **Coins**, **Action Tokens**, and **Mystic Tokens** (Mithril, Embergem, Talisman, and Dragon Scales) around the board so players have easy access to them.



Player Setup (1-4 Players)

(For Solo Mode and optional 2 or 3 Player Mode, see Solo rulebook)

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

2
Using your **Cubes**, give yourself 1 **Good** of each type: **Wood**, **Ore**, **Charcoal**, **Steel**, and **Leather**.

3
Take 1 **Alchemist Die**, 1 **Harvester Die**, and 1 **Merchant Die**.

4
Take 4 **Gold**.

5
Take 1 **Action Token**.

6
Hand every player 3 cards from the **Common Contracts** deck. Choose 1 card to keep face up next to your **Player Board** and return the rest face down to the bottom of that deck.

7
Optional: All players randomly take 1 **Assistant Card**.



Assistant Cards

Assistants are cards that can give you special bonuses, dice, and abilities. They can alter the way you play the game 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, some Assistant rules may conflict with game rules. The Assistant rules will take precedence.

Badger Apprentice



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 Season. **Place 4 dice in the Production Phase instead of 3.**

Raven Broker



This card gives you an extra die to be used like any other die, with the following rules:

- You will place only 3 of your 4 dice and take only 3 dice during the Gathering Phase.
- You will place only 3 dice during the Production Phase. You can choose from any of the 4 you have.

• **The Raven Die can be used to run any Guild** when it is taken during the Gathering Phase.

• Whenever the Raven Die is placed by any player during the Gathering Phase, **you will gain 2x** the Goods, Mystics, and Action Tokens a player would normally gain.

Note: You don't get 2x the ability to recruit Guild Members.

Example: On your turn, if you place the Raven Die with a '2' on the Tannery District (III), you would gain 4 Leather and 2 Talismans (instead of 2 Leather and 1 Talisman).

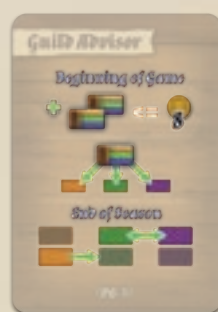
Example: If another player places the Raven Die with a '2' on the Tannery District (III), they would gain 2 Leather and 1 Talisman like normal; however, you would gain 4 Leather and 2 Talismans.

Royal Patron



Before the game begins, **upgrade your Market Exchange, Charcoal Kiln, Steel Foundry, and Guild Workshop for free.** Gain any benefits as normal from earning Reputation (e.g. gain 1 Good of your choice for going to Reputation 1).

Guild Advisor



Before the game begins, **recruit up to 2 available Guild Members in the Guild Halls (VI) for free**, up to 8 Gold total in value. Refill the Guild Halls (VI) after you recruit each Guild Member like normal. (pg. 8)

Whenever you recruit a Guild Member, you may place it in any available spot in the Guild Workshop, not just the Guild Column where it would normally belong.

During the End of Season Phase, you may rearrange the Guild Members in your Workshop however you would like.

Note: You will still need to upgrade your Guild Workshop in order to have more available spots for Guild Members.

Prodigy



Before the game begins, **gain 3 Reputation.** Gain any benefits as normal from earning Reputation (e.g. gain 1 Good of your choice, access to Exceptional Contracts, and gain 1 Action Token for going to Reputation 3).

Draw 3 Title Cards currently not in play, keep 1 and remove the other 2 from the game. Place it face-up anywhere in your play area. This is your personal Title Card that only you can earn.

Each time you complete a Title, gain 4 additional Gold. This includes the public Titles as well as your personal Title.

Scrivener



Draw 5 Common Contracts instead of 3. Keep 2 and discard the other 3 cards facedown to the bottom of the Common Contracts deck.

You may have up to **4 uncompleted Contracts in your play area** at any time instead of 3. **(Hand Limit of 4)** (pg. 9)

Whenever you complete a Common or Exceptional Contract, **gain 2 additional Gold.** Whenever you complete a Legendary Contract, **gain 3 additional Gold.**

When spending an Action Token to gain a Contract from the Open Contracts Area, you may gain 2 Contracts instead of 1. Refill the Open Contracts Area after you gain each Contract like normal. (pg. 9)

Cleric



Before the game begins, **upgrade your Market Exchange for free and gain 3 Talismans.** Gain any benefits as normal from earning Reputation (e.g. gain 1 Good of your choice for going to Reputation 1).

You may use a Talisman to gain 1 Gold and flip a die. Whatever number is face up on the die, flip it over so it is now face down (e.g. a '1' on a die will become a '6').

Whenever you use a Talisman to modify a die through the Market Exchange, gain 1 Gold.

You may use a Talisman when taking a die from 1 of the 6 Districts to gain 1 Gold and place the die into any Guild Column.

Example: You may take a Merchant Die (Purple) and place it in the Alchemist Guild Column (Yellow). (pg. 7)

Metallurgist



At any time, you may exchange 2 Goods of your choice for a Mithril or an Embergem. (e.g. 1 Charcoal + 1 Wood = 1 Embergem)

When doing a Mithril or Embergem Finish on a Contract (pg. 12), you may add a Mystic to gain an additional benefit.

Note: An Embergem Finish with any Mystic added will still only count as an Embergem Finish for completing Titles. A Mithril Finish with any Mystic added will still only count as a Mithril Finish for completing Titles.

How to Win

After 4 Seasons of play, the blacksmith with the most Gold wins. You earn Gold primarily from completing Contracts, but also by increasing your Reputation, earning Titles, running Guilds, and Market Exchanges.

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

Starting the Game

Everyone rolls their 3 dice once and keeps the results. **The player who rolls the highest total goes first.** (e.g. rolling 4, 2, 6 = 12)

Note: Do Not include the Raven or Badger Die.

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

If there is still a tie, 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.

Playing a Season



Every Season is split into 3 phases:

- Gathering Phase
- Production Phase
- End of Season Phase

You are ready to play!

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. Smokey Valley

Gain Charcoal and potentially an 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

During the Gathering Phase, you take turns performing 2 actions in succession: place a die, and take a die plus run a Guild to acquire Goods, Mystics, and Gold. You may use Action Tokens, and Market Exchanges at any time before or after you complete 1 of these 2 actions. You CANNOT use an Action Token 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. When you place or take a die, the number on that die matters. The number that is on the die will determine what actions and resources you will gain.



Example: When placing the '2' die here, you gain 2 Ore and 1 Mithril.



Example: When taking the '4' die here, you gain 3 Wood.

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 Goods, Mystic Tokens, and any actions that corresponds with that die placement. Note that there are only 2 possible spaces in each District.

B1 Take a Die

After you have placed a die, you take a die from 1 of the 6 Districts on the Main Board. When you do so, gain the Goods, Mystic Tokens, and any actions that corresponds with that die you took. **However, you cannot take the die that you just placed.**



Example: After taking a Harvester Die (Green), you will run the Harvester Guild Column (Green) on your Player Board. You will gain 1 Good of your choice, 1 Steel, and 2 Ore in any order.

B2 Run a Guild

The die that you pulled from a District is now placed on your Player Board in the matching Guild Column. Do not change the number on the die, as that will come into play later.

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



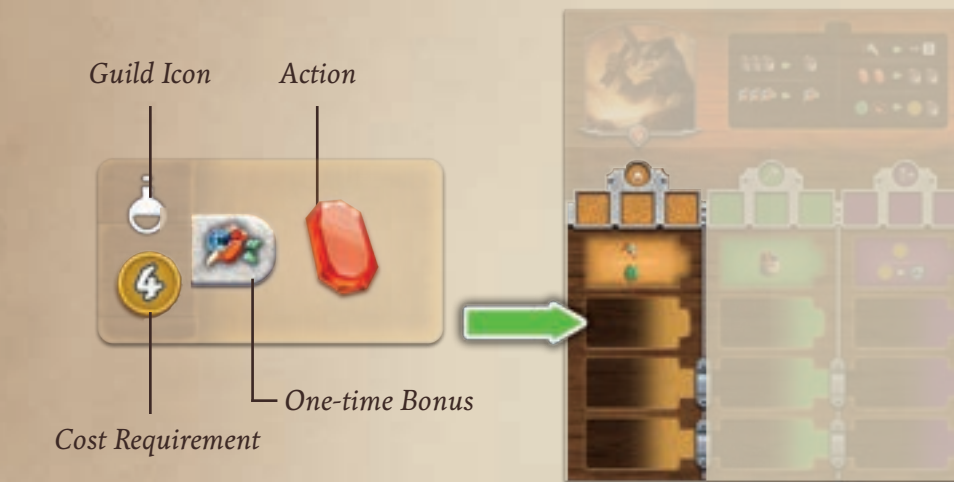
When running the starting Guild Members, you may do either the top or bottom action, not both.

Remember, the color of the die does not matter when placing or taking your dice. Color only matters when running your Guild Workshop.

Recruiting Guild Members

When recruiting a Guild Member, choose from any 1 of the 6 Guild Member Tokens in the Guild Halls (VI). You will need to pay the Cost Requirement shown in the bottom left of the token when you recruit it. Gain the one-time bonus, if any, then place the acquired Guild Member onto any open space on your Player Board in the matching Guild Column.

You don't have to cover the starting Guild Member. After recruiting a Guild Member, you may replace an existing Guild Member.



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 Member Token from the same Guild. If you took the token from the top row, simply fill the space with a new token from the same Guild.

Market Exchange

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



Good Exchange



Convert 3 Goods of 1 or more types into 1 Good of your choice. (e.g. 3 Wood = 1 Steel or 2 Charcoal + 1 Ore = 1 Leather)

Mystic Exchange



Convert 3 Mystics of 1 or more types into 1 Mystic of your choice. (e.g. 3 Dragon Scales = 1 Embergem or 2 Talismans + 1 Embergem = 1 Mithril)

Talisman



During your turn in the Gathering or Production Phase, you may change 1 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.

Embergem



Exchange 2 Embergem for 2 Goods of your choice. You don't have to choose 2 of the same Good.

Dragon Scales + Charcoal



Gain 1 Gold and 1 Good of your choice when you turn in 1 Dragon Scales and 1 Charcoal.

Action Tokens

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

Gain a Contract (Gathering Phase Only)

Gain a Contract from the **Open Contracts Area**. You must choose either a visible Contract or the top card of the deck. Place your chosen Contract face up in your play area. If you chose a visible Contract, replace it with a new card face up from the top of the corresponding deck. You must meet the Reputation requirement for that contract.

You may only have up to 3 uncompleted Contracts in your play area at any time. **(Hand Limit of 3)**

Note: At the start of the game, you meet the requirement only for ★ Common Contracts.

Refresh Row of Contracts (Gathering Phase Only)

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 Contracts Area. You MUST take 1 of those 3 Contracts or the top card of the deck. Place your chosen Contract face up in your play area. If you chose a visible Contract, replace it with a new card face up from the top of the corresponding deck.

You may only have up to 3 uncompleted Contracts in your play area at any time. **(Hand Limit of 3)**

Note: You must meet the Reputation requirement for the row of Contracts you are refreshing.

Recruit a Guild Member (Gathering Phase Only)

Recruit a Guild Member from the **Guild Halls (VI)**, paying its cost and filling the empty space as normal. (pg. 8)

Build an Upgrade (Gathering and Production Phase)

Spend the number of Action Tokens and Gold required to complete the specific upgrade. Upgrades will improve your Steel Foundry, Charcoal Kiln, Market Exchange, or expand your Guild Workshop to provide enhanced benefits. (pg. 10)



Use Action Tokens

You can use Action Tokens before placing a die, before taking a die, and after running a Guild. You MAY NOT use Action Tokens between taking a die and running a Guild.

Use Action Tokens

A Place a Die  



Use Action Tokens

B1 Take a Die  

Use Action Tokens

B2 Run a Guild  

Use Action Tokens

  **For Final Scoring:**
1 Action Token = 1 Gold (pg. 14)

Hand Limit

You may only have up to 3 Uncompleted Contracts in your play area at any time.

Build an Upgrade

Upgrade your forge by spending the number of Action Tokens and Gold 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 2 Actions Tokens and 1 Gold.

B Improved Kiln: Increases your Charcoal bonus. Costs 2 Actions Tokens and 1 Gold.

C Improved Market Exchange: Allows a Talisman to change a die's value by up to 2, higher or lower, and exchange any 2 Mystics for a Mystic of your choice. You also immediately gain a one-time bonus of 1 Reputation. Costs 2 Action Tokens and 1 Gold.

D Expand Guild Workshop: Unlocks the 3rd or 4th row of the Guild Workshop, allowing you to recruit additional Guild Members. Costs 1 Action Token and 1 Gold each.



Example: 2 Action Tokens and 1 Gold is spent to upgrade the Foundry (covering the old Foundry), gaining a larger recurring Steel bonus.

Production Phase

During the Production Phase, you will be placing dice onto the Production Side of your Player Board, completing Contracts, using the Market Exchange, and spending Action Tokens and Gold 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 **Use the Market Exchange** (pg. 8)

Completing Contracts (pg. 11) **Build an Upgrade**

Place your Dice

Take the 3 dice on the **Guild Workshop** side of your Player 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 but once an action is started, it must be completed. You CANNOT use an Action Token or complete Contracts while an action is being taken. By contrast, you CAN use the Market Exchange in the middle of another action.

When you place a die, the number on that die matters. The number that is on the die will determine what actions and resources you will gain. After you've activated a die, take it off the Player Board and place it in front of you to be rolled again during the End of Season Phase.

A Overtime: A die placed here allows you to run 1 of your Guilds in the Guild Workshop on your Player Board. Color of the die doesn't matter.

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

C Scrap Pile: Placing a die here allows you to gain Ore, Goods, Mystics, or Gold.

D Forge Mastery: Placing a die here allows you to gain Action Tokens, Reputation, or Gold.

E 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. **Must convert at least 1 Wood into 1 Charcoal.**



F 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 giving you bonus Steel and, potentially, a Mithril. **Must convert at least 1 Ore and 1 Charcoal into 1 Steel.**

Completing Contracts

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 Player Board to complete a Contract.

Requirements:

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

Benefits:

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

When completing a Contract, it must be an uncompleted Contract from your play area. Remove the required Goods and Mystic Tokens from the Production Side of your Player Board and apply a Finish. (pg. 12) Immediately gain the benefits noted on the right side of the Contract. (Reputation, Gold, Goods, Mystics, Tokens)



Tier 1:
Common Contracts



Tier 2:
Exceptional Contracts



Tier 3:
Legendary Contracts

Reputation

Any time you gain Reputation, move your Player Token along the Reputation Track on the Main Board by the amount specified. Immediately gain any one-time bonuses. At the end of the game, you will gain Gold based on your space on the Reputation Track.

For each Reputation gained past 13, immediately gain 3 Gold but leave your Player Token at 13. At the end of the game, you will gain Gold based on your final Reputation space.



A Example: Red Player immediately gains 1 Good of their choice. At the end of the game, Red Player gains 1 Gold by being at Reputation 1.

B Example: Yellow Player is now able to draw Legendary Contracts from the Open Contracts Area. At the end of the game, Yellow Player gains 6 Gold by being at Reputation 4.

Finishes

When completing a Contract, you will immediately 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 1 Finish per Contract. You may NOT add a Finish to a previously completed Contract.



A 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.

C Embergem Finish: 2 Embergems + 1 Charcoal required in addition to the normal cost of the Contract. This will give you 5 additional Gold. May be applied only once per Contract.

B Normal Finish: No additional resources required, and no additional benefits gained.

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.

End of Season Phase

During the End of Season Phase, you will:

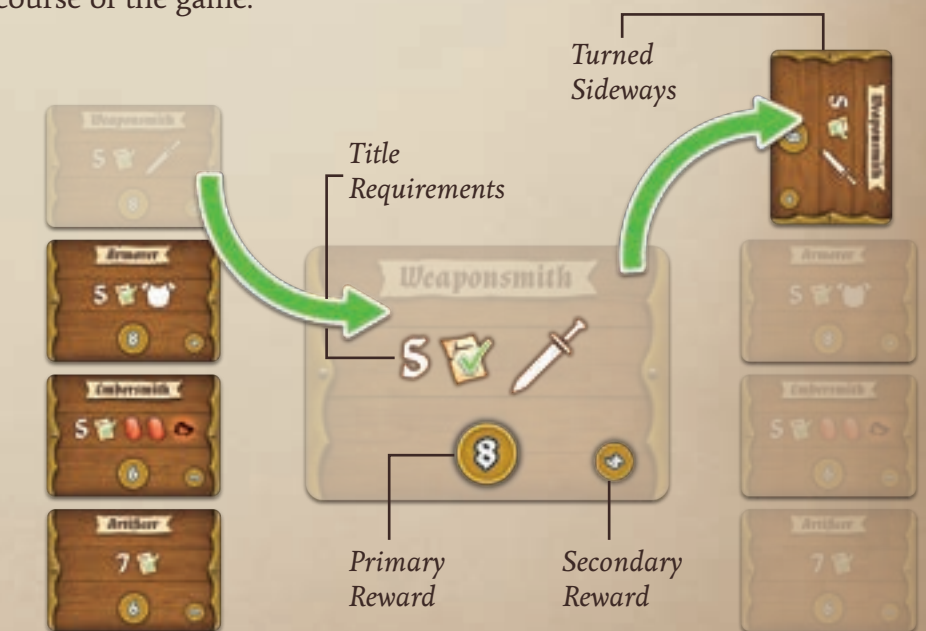
- Check for Completed Titles
- Prepare the Main Board
- Pass 1st Player Marker
- Roll Player Dice

Note: Skip B, C, and D in Final Season.

Check for Completed Titles

Once everyone is finished with the Production Phase, check each Title to see if 1 or more players meet its requirements. All players who meet the requirement for a given Title in this Season gain the primary Gold reward. Any Title whose requirements are met is then turned sideways. All players who meet the requirements in later Seasons gain the secondary Gold reward.

A player can score more than 1 Title both in a single Season and over the course of the game.



Example: 1 or more players earn the title of Weaponsmith this Season by completing their 5th Weapon Contract. Each collect 8 Gold and the Title is turned sideways. Players in later Seasons may still earn the Weaponsmith Title but only collect 4 Gold.

Scoring Titles



A Exceptional:
Complete 4 Exceptional Contracts (Reward: 6 Gold / 3 Gold)

B Legendary:
Complete 3 Legendary Contracts (Reward: 6 Gold / 3 Gold)

C Weaponsmith:
Complete 5 Weapon Contracts (Reward: 8 Gold / 4 Gold)

D Shieldwright:
Complete 5 Shield Contracts (Reward: 8 Gold / 4 Gold)

E Armorer:
Complete 5 Armor Contracts (Reward: 8 Gold / 4 Gold)

F Artificer:
Complete any 7 Contracts (Reward: 6 Gold / 3 Gold)

G Embersmith:
Complete 5 Contracts with Embergem Finish (Reward: 6 Gold / 3 Gold)

H Brightsmith:
Complete 5 Contracts with Mithril Finish (Reward: 6 Gold / 3 Gold)

I Guildmaster:
Recruit 6 Guild Members (Reward: 6 Gold / 3 Gold)

Prepare the Main Board

During the End of Season Phase, the Main Board needs to be refreshed for the next Season.

• Discard the bottom row of Guild Members in the Guild Halls (VI), move the top row of Guild Members down, and add 3 new Guild Members to the top row.



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



• Move the Season Tracker at the top of the Main Board to the next Season.

Pass 1st Player Marker

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

Roll Player Dice

Every player rolls the 3 dice they used during the Production Phase once and keeps the results.



Now you are ready for the next Season!

Final Scoring

After the 4th Season, gain the amount of Gold as shown on the bottom of the Reputation space 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.)

• 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 tied player with the most Goods and Mystics wins.

If there is still a tie, congratulations!
You will share the title of Forgemaster.

Credits

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I am Glory, Elizabeth Tyrantula, an Emperor of the Superstar realm. Eyegouger of the Aargri. Dave of Daves.

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Reference



Actions

Gathering Phase Only



Gathering & Production Phase



Gathering Phase

Use Action Tokens



Use Action Tokens

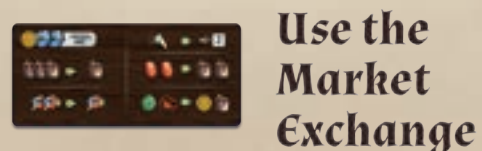


Use Action Tokens



Production Phase

In any order:



End of Season Phase

