Forges
of
Ravenshire

Solo Mode and optional 2 and 3 Player Variant

Solo Mode and Automated Opponent (AO)

1-3 Players · **50-75'** · **Ages 12+**

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

In this solo mode and variants with the Automated Opponent (AO), you will be competing against a rival blacksmith for the title of Forgemaster and leadership of the Blacksmiths Guild of Ravenshire. You win by having the most Gold at the end of the game. You will play your turns as you normally would in a multiplayer game. AO will have a deck of cards that you will build, and during its turn you will flip over a card and do what it says, top to bottom.

AO may also be used in 2 or 3 player games as an additional player.
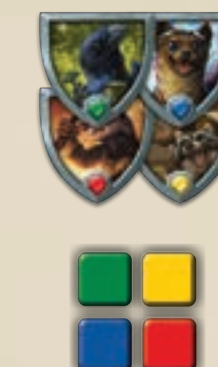
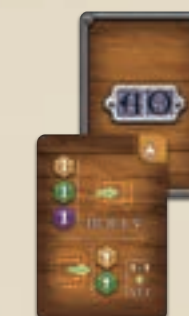## Table of Contents

Component List

(1) AO Board (Back of Player Board)

(3) AO Item Cards (Shield, Weapon, Armor)

(1) Player Token + (13) Good Cubes *(Taken from your choice of Player Color)*

(6) AO Deck (Alchemist)

(6) AO Deck (Harvester)

(6) AO Deck (Merchant)

(6) AO Event Cards ((2) Goods, (2) Recruit, (2) Reputation)

(3) AO Guild Cards (Alchemist, Harvester, Merchant)

(3) Finish Cards (Production, Embergem, Mithril)

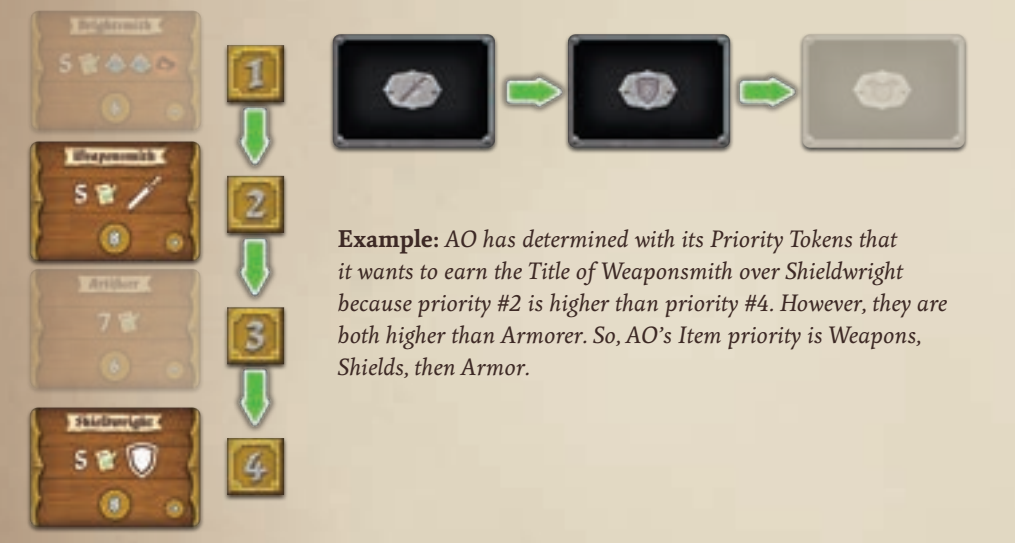**(4) Priority Tokens**

(1) Reference Card

AO Setup

Note: This setup will be used for all examples in this book.

The setup for you stays the same as noted in the main rulebook for a 2 or 3 player game *(Main pg. 4)*. When using Assistant Cards, AO will not receive one. Set-up the Main Board as normal, counting AO as a player *(Main pg. 3)*. Then follow these steps to prep AO for the game:

1 **Choose a Player color** for AO with its corresponding Good Cubes and Player Token. Put the Good Cubes in AO's play area. Place its Player Token with the other Player Tokens on the leftmost space on the Reputation Track.

2 **Place the Priority Tokens** next to the **Titles,** starting from the top and going down in numerical order.

3 **Take AO's Item Cards** and place them next to AO's board in order of priority, based on the Priority Tokens next to the Titles. If an item is not required to achieve any of the Titles, place the matching Item Card last in priority order. If more than one item is not required to achieve any of the Titles, shuffle the matching Item Cards, then randomly place them at the end of the priority order.

Example: AO has determined with its Priority Tokens that it wants to earn the Title of Weaponsmith over Shieldwright because priority #2 is higher than priority #4. However, they are both higher than Armorer. So, AO's Item priority is Weapons, Shields, then Armor.

4 **Find the Finish Cards** and place the one that matches the highest priority Title associated with a Finish onto AO's board. If there is not a Title associated with a Finish, randomly choose a Finish Card and place it onto the Finish location on AO's board. Titles associated with Finishes are: Embersmith, Brightsmith, and Artificer.

Example: AO has determined with its Priority Tokens it wants to earn the Titles of Brightsmith and Artificer. However, Brightsmith has the highest priority at #1. Grab the Mithril Finish Card and place it in the correct area on AO's board. All Contracts completed by AO in this game will have a Mithril Finish.

5 **Shuffle AO's Guild Cards,** then randomly place them face up left to right next to AO's board. This is AO's priority for building the AO Deck and choosing Guild Member Tokens throughout the game, going left to right.

6 **Build AO's Deck** by doing the following:
You may change the Difficulty Level for AO *(Solo pg. 7)*.

A Based on Guild priority, add all **6 AO Deck Cards** from the **1st priority Guild.**

B Add **4** random AO Deck Cards from the **2nd priority Guild.**

C Add **2** random AO Deck Cards from the **3rd priority Guild.**

D Shuffle the deck and then place 4 random cards face down, in a stack, onto AO's board.

E Add **2 Reputation AO Event Cards** to the remaining 8 cards.

F Shuffle the 10 cards together and place it face down on top of the 4 AO Deck Cards already face down on the board.

6 Cards　　　**4 Cards**　　　**2 Cards**

Example: AO's Guild priority is Merchant, Harvester, and then Alchemist. If playing the Apprentice Level (Solo pg. 7), AO's Deck will be made up of 6 Merchant AO Deck Cards, 4 random Harvester AO Deck Cards, 2 random Alchemist AO Deck Cards, and 2 Reputation AO Event Cards.

7 **Give AO 3 dice** as you would a player.
(1 Merchant Die, 1 Harvester Die, 1 Alchemist Die)

8 **Determine the 1st Player.** If playing solo, you go first. If playing with 2 or 3 players, determine the 1st Player as normal *(Main pg. 6)*. Give the player going first the **1st Player Marker. AO will never go first in the 1st Season.**
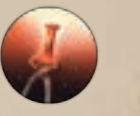
AO's Turn

1 Gathering Phase

I n every Season of the game, you will take turns with AO during the Gathering Phase as if it was a real player. During AO's turn, flip over the top card of the AO Deck. If it is an Event Card, immediately do what it says, then draw another card from the top of the AO Deck. Repeat this until a non-event AO card is revealed. Then starting at the top of the card, you will place a die on the Main Board as shown. Gain any Goods as Good Cubes. Complete any actions, such as recruiting *(Solo pg. 7)*. Immediately convert any Action Tokens or Mystics earned into Gold.

After placing a die and doing the associated actions, AO will take a die according to the directions on the bottom half of the card. Gain any Goods as Good Cubes. Complete any actions, such as recruiting Guild Members *(Solo pg. 7)*. Immediately convert any Action Tokens or Mystics earned into Gold.

Place the die taken onto AO's board in the matching Guild Column. Complete all actions available to that Guild. AO will gain Gold or Good Cubes for running that guild, as noted on the Guild Workshop.

Example: *AO has taken an Alchemist Die and has completed its action. It is now time to run the Alchemist Guild. Place the die in the Alchemist Guild Column and AO gains 1 Good Cube (as shown) and 1 Gold because it has 1 Guild Member slot filled.*
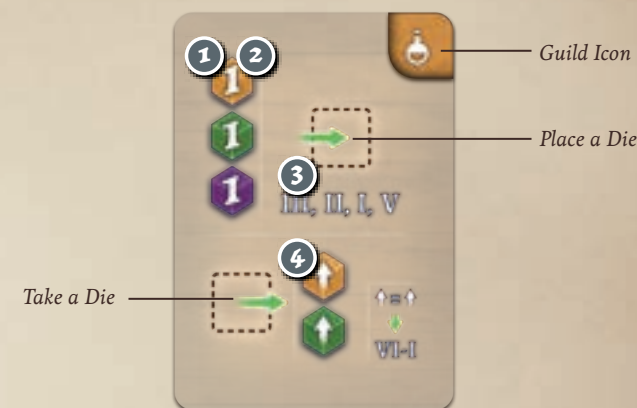
It is now the next player's turn.

2 Production Phase

AO will have 3 turns every Season just like any other player. AO DOES NOT have a Production Phase.

3 End of the Season Phase

During the End of Season Phase, check to see if AO has completed any Titles. If it did, give it the rewards it has earned *(Main pg. 12)*.

Understanding AO's Deck Cards

Guild Icon

Place a Die

Take a Die

1 Starting from the top, if AO has the 1st color die shown, use that die for completing the die placement. If AO doesn't have the 1st color shown, use a die of the 2nd color shown. If AO has neither of those, use a die of the 3rd color shown.

Note: The Raven Die counts as all colors. If AO has a Raven Die, it must be placed first.

2 Change the die face to match the number shown.

3 Place the die on a District following the priority shown. If a District is full, continue following the priority order on the card until the die can be placed and the action(s) completed.

4 Once the top action is completed, take a die from the Main Board that matches the color, number, and District described on the bottom half of the card. If there isn't a die that matches the 1st color shown, take a die of the 2nd color shown. The arrow indicates whether you'll take the highest (up arrow) or lowest (down arrow) numbered die of that color. The numbers indicate the priority order of the Districts from which you'll take the die, in case more than one matches the other two criteria.

Note: Since the Raven Die counts as any color, it's always considered to be the 1st priority color.

Example: *Up Arrow (the highest numbered) Purple Die (Merchant Die) means the highest numbered Merchant Die on the Main Board. In case of a tie, follow the District order as shown, starting at VI and going down to I.*

Example: *Down Arrow (the lowest numbered) Green Die (Harvester Die) means the lowest numbered Harvester Die on the Main Board. In case of a tie, follow the District order as shown, starting at I and going up to VI.*

AO's Event Cards

1 **Reputation:** AO gains 1 Reputation on the Reputation Track. Gain any one-time bonuses immediately *(Main pg. 11)*.

2 **Recruit:** AO recruits 1 Guild Member from the Guild Halls (VI) *(Solo pg. 7)*.

3 **Goods:** AO gains 2 Good Cubes *(Solo pg. 6)*.

When an AO Event Card is drawn, immediately complete the action and then draw from the AO Deck again. Repeat until a non-event AO Deck Card is drawn. Once that AO Deck Card is completed, AO's turn is over. There will be turns where AO will complete multiple Event Cards in a row and then complete a non-event AO Deck Card.

Good Cubes, Action Tokens, Mystics

W henever any Good would be gained by AO, it will gain a Good Cube instead. Depending on the Difficulty Level you are playing *(Solo pg. 7)*, different amounts of Good Cubes are needed to complete a Contract.

If there are not enough Good Cubes for AO, spend the cubes required by AO to complete a Contract. Then give AO the number of cubes still needed to make sure it gets all the Good Cubes it earned.

Whenever AO would gain an Action Token or a Mystic, give it 1 Gold instead.

Contracts and Finishes

O nce AO has enough Good Cubes for a Contract *(Solo pg. 7)*, it will complete one **immediately.** Remove the number of Good Cubes required to complete a Contract, leaving any left over for the next Contract. Using the AO Item Cards, it will now attempt to complete a Contract for the 1st priority item at the highest level of Contracts its Reputation allows. If more than 1 Contract is available for the 1st priority item, pick the topmost matching Contract. Place the completed Contract in AO's play area and refill the Contract spot face up with the top card of the corresponding deck.

Once a Contract is completed, AO gains all the benefits as noted on the Contract. AO will also always apply a Finish to its Contracts based on the Finish Card it has. It does not expend any Good Cubes to add a Finish but gains the rewards nonetheless.

Production Finish: When a Contract is completed, AO will gain 2 additional Goods.

Embergem Finish: When a Contract is completed, AO will gain 5 additional Gold.

Mithril Finish: When a Contract is completed, increase AO's Reputation by 1 on the Reputation Track.

If there is not a Contract available for the 1st priority item, place the 3 available Contracts in that row face down under the corresponding deck and draw 3 new Contracts. AO will again attempt to complete a Contract of the 1st priority item in that row, choosing the topmost matching contract if multiple Contracts are available.

If there is still not a contract of the 1st priority item, DO NOT reset the row again. Choose a Contract from the same row that matches the 2nd priority item, starting with the topmost matching Contract in case of multiple options. If the 2nd priority item is not available, complete the topmost Contract of the row.

Example: *AO has Reputation 2 and 13 Good Cubes. If you were playing Apprentice Level (Solo pg. 7), remove 13 Good Cubes and complete a Contract. Since AO's 1st priority is to build Weapons, it will attempt to build a Weapon from the Exceptional Contract row. There are two Weapons, so AO chooses the topmost one. AO gains 16 Gold and 1 Reputation. AO will also apply a Mithril Finish to the item because of its Finish Card. It will gain 1 additional Reputation.*

AO's Player Token will move up to 4 on the Reputation Track, gaining access to Legendary Contracts and 1 Gold in lieu of an Action Token.

Example: *AO has Reputation 0 and 12 Good Cubes. If you were playing Master Smith Level (Solo pg. 7), immediately remove 11 Good Cubes and complete a Contract. Since AO's 1st priority is to build Weapons, it will attempt to build a Weapon from the Common Contract row. There are currently no Weapons in that row. It will reset the row by placing the 3 Contracts currently available in the Common Contract row face down at the bottom of the deck and draw 3 new Contracts, again looking for a Weapon Contract. None are revealed, so it looks for its 2nd priority item, which is Armor. There is a single Armor Contract, which it takes and completes.*

Recruiting Guild Members

hen AO recruits Guild Members after placing a die at the Guild Halls (VI), taking a die from the Guild Halls (VI), or revealing the Recruit AO Event Card, follow the Guild priority for AO. **Take the Guild Member from the top row of the 1ˢᵗ priority Guild.** AO does not pay the Gold required to recruit Guild Members.

If the 1ˢᵗ priority Guild Column on AO's board is full, AO will recruit from the 2ⁿᵈ priority Guild. If the 2ⁿᵈ priority Guild Column is full, AO will recruit from the 3ʳᵈ priority Guild. **Reminder, it does not pay for the Guild Members it recruits.**

Once a Guild Member is recruited, AO gains any one-time bonus listed on the Guild Member Token. Then place the Guild Member in the appropriate Guild Column **face down** on AO's board. Recruiting for AO increases the amount of Gold and/or Goods it produces when running a Guild, as shown next to the Guild Member slots. It will not benefit from Guild Member abilities like a normal player would.

Example: *AO has revealed a Recruit Event Card. Its Guild priority is Merchant, Harvester, and then Alchemist. The Merchant Guild Column is full. It will then recruit from its 2ⁿᵈ priority Guild, the Harvester Guild. It recruits the Harvester Guild Member from the top row. It says to immediately gain 2 Goods of your choice, so AO gains 2*

Good Cubes and then places the Guild Member Token face down onto its Guild Workshop. Now, whenever AO runs the Harvester Guild, it will gain 2 Good Cubes instead of 1.

Difficulty Level

hen playing against AO, you can set the Difficulty Level by adjusting the AO Deck as well as the Goods required for AO to complete a Contract. If you are newer to the game, we recommend you start with the Apprentice Level and work your way up to more difficult levels.

Apprentice:
13 Goods to complete a Contract.
AO Starting Deck *(Solo pg. 4)*.

Artisan: 12 Goods to complete a Contract. Add 2 random AO Event Cards along with the Reputation Event Cards, for a total of 4 AO Event Cards being shuffled with the 8 AO Deck Cards *(Solo pg. 4)*.

Master Smith: 11 Goods to complete a Contract. Add 4 random AO Event Cards along with the Reputation Event Cards, for a total of 6 AO Event Cards being shuffled with the 8 AO Deck Cards *(Solo pg. 4)*.

These levels are recommended for your first few games. Feel free to adjust the number of Goods required to complete Contracts and the number of AO Event Cards in AO's Deck as you gain experience with the game.

Scoring and Winning

fter 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.

Give AO the amount of Gold shown on the bottom of the Reputation space its Player Token currently occupies. Add this Gold and all the Gold it has earned throughout the game to get AO's 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 there is still a tie, the player with the most Goods and Mystics (or Good Cubes in AO's case) wins.
· If there is still a tie, congratulations! You will share the title of Forgemaster.