

DICE FORGE

HERO AID

Greetings, mortal!

The stories of your heroic feats have reached our divine realm. In our infinite generosity, we offer you the chance to become a demigod and take a seat among us. Yet you are not the only hero who could attain this honor. We have created a great tournament to see who is most worthy — and to entertain us. For we Gods are sometimes bored to death...

Prepare to leave the mortal world, as the tournament will unfold across celestial Islands. Each was created by one of us, and you will note that we have different... tastes.

You will also receive the Dice. These artifacts confer our divine blessings upon you, which will aid you in gathering gold and other offerings for us. Should these please us, we will help forge your Dice to grant even more bountiful results. Of course, we prefer those mortals who are most generous...

You must also prove your worth through Heroic Feats. We have prepared fun and deadly tests for you to overcome. Face them by traversing the portals connecting the Islands — making the proper offerings along the way, of course. There you may find divine relics and creatures that can be useful, should you master them in time...

The tournament is ready to begin. Please keep this guide with you, it will make it easier for you to understand what you will find on the way. To learn about how the tournament is organized, please first refer to the Rules.

Good luck — if you believe in chance, that is! We Gods do not play with dice ourselves...

THE BLACKSMITH'S HAMMER



Flip the card and attach it to your Inventory. Then take a Hammer token and place it, "I" side up, on its starting space on the Hammer track.

From now on, each time you gain by any means, you may choose not to add all the to your reserve. Instead, you may spend some or all of the to advance your Hammer token that many spaces along the Hammer track.

If the Hammer token reaches the final space, gain 10, flip the Hammer token to its "II" side and place it back on its starting space, ready to move along the track again.

If the Hammer reaches the final space again, gain 15, place your Hammer card on the pile of cards with no permanent effects and set your Hammer token aside.

Taking another Hammer card before having discarded your other one(s).

- Place it temporarily under your current Hammer card(s).
- When you finish the current "II" track, you can directly begin a "I" track on your next Hammer card.
- Use the same Hammer token for your different tracks.

THE BLACKSMITH'S CHEST



Take a Chest tile and attach it to your Inventory, thus expanding the limits of your reserve tracks.

GREAT BEAR



No instant effect.

effect: Gain 3.

Activation condition:

Each time:

- > you **oust** a hero
- > you are **oust**ed by another hero.

TENACIOUS BOAR



effect: Take the face matching your Tenacious Boar card from the Temple Gardens.

Choose another player as the "face bearer".

That player must immediately **forge** this die face onto one of his dice (he chooses which die face to replace). This die face cannot be removed from the die for the rest of the game.

effect: Gain 1, 1, or 3.

Activation condition: Each time the effects of the matching die face are applied.

Note: The effect does not suffer the penalty of the Minotaur card.

THE SILVER HIND



No instant effect.

effect: You may receive a **minor blessing**.

SATYRS



All other players roll their dice, place them back on their Inventory, but do not apply their effects. Then, you choose 2 of the rolled faces and apply their effects, as if receiving a divine blessing.

THE ELDER



No instant effect.

effect: You may spend 3 to gain 4.

WILD SPIRITS



Gain 3 and 3.

THE GUARDIAN'S OWL



No instant effect.

effect: Gain 1, 1, or 1.

MINOTAUR



All other players roll their dice, place them back on their Inventory, and apply their effects, but with the following changes:

- > All die faces that normally provide resources (including) cause them to be lost instead.
- > Celestial ship faces have no effect.

Note: If a particular reserve track reaches or is already at zero, any additional loss of resources is ignored.

Note 2: If a player can choose which resource to lose, he may minimize his loss by choosing a resource of which he has little or none.

ISLANDS MAP - CARD EFFECTS

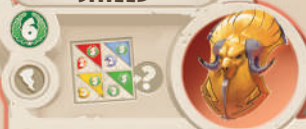


CELESTIAL SHIP



Take a die face from the Temple Gardens and immediately **forge** it onto one of your dice.

THE GUARDIAN'S SHIELD



Choose a die face from the Temple Gardens and immediately **forge** it onto one of your dice.

CERBERUS



Take a Cerberus single-use token and place it in front of you.
After receiving a **divine blessing** or a **minor blessing**, you may discard the Cerberus token to apply the result of your rolled dice a second time.
When discarded, place the Cerberus token facedown near your card piles.
Note: If the die result offers choices, you may choose different options when applying the result the second time.
Note 2: You may use only one Cerberus token per die roll.

SENTINEL



Receive 2 **divine blessings** in a row.
Each time you gain or you may choose not to add them to your reserve, in which case, gain 2 per or .

TYPES OF EFFECT

INSTANT EFFECTS

When taking the card:

- 1) Apply the effect immediately.
- 2) Place the card facedown with the other cards that have no permanent effect.

REINFORCEMENT EFFECTS

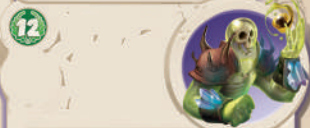
When taking the card:

Place the card facedown with the other cards.

Permanent effect:

Apply the effect (once per card) during step 2 of each of your turns as the active player.

FERRYMAN



No effect, only .

HELMET OF INVISIBILITY



Take a **x3** die face from the Temple Gardens and immediately **forge** it onto one of your dice.

CANCER



Receive 2 **divine blessings** in a row.

HYDRA



No effect, only .

GORGON



No effect, only .

MIRROR OF THE ABYSS



Take a die face from the Temple Gardens and immediately **forge** it onto one of your dice.

SPHINX



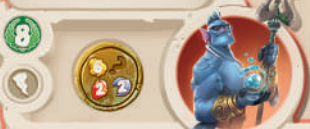
Receive 4 **minor blessings** in a row.
(Use the same die for all 4 blessings.)

TYPHON



Gain 1 for each die face you **forged** since the start of the game. (Refer to the number of discarded die faces in front of you.)

TRITON



Take a Triton single-use token.
Anytime during your turn as the active player, you may discard the Triton token to gain 2, 2, or 6.
When discarded, place the Triton token facedown near your card piles.

CYCLOPS



Receive 4 **minor blessings** in a row.
Each time you gain, you may choose not to add them to your reserve, in which case, gain 1 per.
(Use the same die for all 4 blessings.)

AUTOMATIC EFFECTS

When taking the card:

Place the card facedown with the other cards.

Permanent effect:

Apply the effect each time the condition specified by the card is met.

REMINDER

Gold | Sun Shards | Moon Shards
Glory points

ACTIVE PLAYER TURN SUMMARY



1 - All players simultaneously receive **divine blessings**.
(Follow the turn order in case of a conflict.)



2 - The active player may activate any of his cards with a reinforcement effect in the order of his choice.



3 - The active player may perform ONE of the following actions:
 Make an offering to the gods (take die faces from the Sanctuary).
 Perform a Heroic Feat (take a card from an Island).



4 - The Active Player may spend **2** to perform an additional action. (Only once per turn.)

REMINDER

Gold | Sun Shards | Moon Shards
 Glory points

KEY

: If the effect of this face is paired with a die face
 : When you roll this face during a **minor blessing**.

BASIC DIE FACE EFFECTS

STANDARD DIE FACES



Gain **1|3|4|6**



Gain **1|2**



Gain **1|2**



Gain **2|3|4**

HYBRID DIE FACES



Choose , , or and gain **1|2** of that resource.



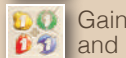
Gain **2** and **1**



Gain **1** and **1**



Gain **3** or **2**



Gain **1** , **1** , **1** , and **1**



Gain **2** and **2**

DIE FACE EFFECTS LINKED TO CARDS

SPECIAL DIE FACES



This die face does not provide any resources, but increases the value of the die face with which it is paired. Multiply the result of your other die by three.
Note: When the effect of the multiplied die face requires you to make a choice, you must first choose what to gain and then multiply it.

Example :

+ = **3** or **3** or **3**

+ : You do not gain anything.

: You do not gain anything.



Copy the effect(s) of a rolled face on an opponent's die.

+ : First choose which die face to copy and then multiply it.

Example :



DIE FACE EFFECTS LINKED TO OTHER CARDS



You may take and immediately **forge** one die face from the Sanctuary, spending the required minus **2** .

Note: If two or more players apply the effect of die faces during step "All Players Receive divine blessings", resolve the effects in turn order starting with the active player.

+ : You may take and **forge** a die face from the Sanctuary with a discount of **6** .



Each Tenacious Boar face is linked to a card. It offers two effects which provide a benefit to two different players: the face bearer and the card owner.

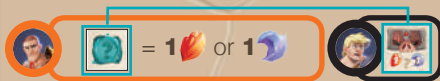
Effect 1) You (the bearer) collect either **1** or **1** .

Effect 2) The card owner applies the effect of the matching Tenacious Boar card.

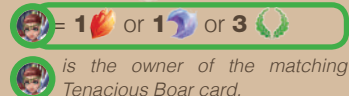
*Special case: If you use a face to copy the effect on an opponent's die, gain **1** or **1** . The card owner applies the effect of the matching Tenacious Boar card.*

Example :

Effect 1)

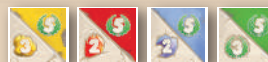


Effect 2)



+ : You (the bearer) multiply the benefit that you chose by 3 (**3** or **3**).

The card owner applies the effect of the matching Tenacious Boar card 3 times.



There are four different Guardian's Shield faces, one for each type of resource. Each face shows 2

possible **rewards (A and B)**.

A Guardian's Shield face does not always provide the same benefit. It depends on the die face with which it is paired.

> If you gain a resource that matches the one on the die face, gain **5** . (**Reward A**)

> If you gain a different resource than the one shown on the die face, gain the resource shown. (**Reward B**)

Example :

Reward A: + = **4** + **5**

Reward B: + = **1** + **3**

Note: If the other die face requires you to make a choice, you must first choose what to gain to determine which reward you gain from the face.

Example :

+ :
 > If the player chooses to gain **1** : + = **5** . (**A**)
 > If the player chooses to gain **1** or **1** : + = **3** . (**B**)

+ : Multiply reward B by three. Ex: + = **9** .

: Gain reward B.