



WARRIORS COVE

The Blacksmith

The Blacksmith

A Blacksmith's job is straightforward. As Olaf Thundercrack, you work with fire and metal. You have four hot furnaces. And you forge weapons and armor to equip adventurers for

battle. Honest, efficient, and hardworking, you can easily avoid corruption—as long as you can handle the heat!

COMPONENTS

- This Rulebook
- 1 Blacksmith figure
- 1 Blacksmith Shop board
- 1 Blacksmith Staff board
- 12 dice
 - ▶ 8 colored Alloy dice
 - ▶ 4 black Coal dice
- 1 3D cardboard Sale Shelf
- 20 Blacksmith Goods
 - ▶ 12 small (3 each in 4 colors)
 - ▶ 8 large (2 each in 4 colors)
- 20 plastic standees

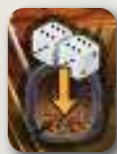


SETUP

1. Place the Blacksmith Shop board, Staff board, and Sale Shelf on the table in front of you.
2. Place a black Coal die on the indicated space beneath each of the four Furnaces and set it to the matching number of pips.
3. Take 1 Alloy die of each of the 4 colors and place it over its matching colored Sponsorship icon in the Smelting Furnace. The number of pips showing does not matter.
4. Roll the other 4 Alloy dice (1 of each color) into a supply near your Shop board.
5. Keep the Armor (small Goods) and Weapons (large Goods) nearby, ready for use.
6. Place the Blacksmith figure onto the Activate Staff action space.



BLACKSMITH ACTIONS



Load Furnace (1 Hour)

Add **Alloy** dice to one of the four Furnaces. The first and second Furnaces are for **Weapons** (large Goods), and the third and fourth are for **Armor** (small Goods).

Place Alloy dice from your supply into each empty slot of the chosen **Furnace**.

At a large (Weapons) Furnace, you will place 2 Alloy dice for a single action.

At a small (Armor) Furnace, you will place 1 Alloy die for a single action.

This is the first step towards creating **Goods**. This process is completed with the **Forge** action. The die in the topmost slot determines the color of the Good that will be forged there.



4.



Furnaces

Smelting
Furnace

3.

Note: The pip value of the Blacksmith's dice, whether on or off the board, may not be rolled or adjusted unless you take an action which specifically allows it.



Load Smelting Furnace (1 Hour)

Place any Alloy die into the **Smelting Furnace**. Neither the color of the die nor the number of pips is important.

This is the first step towards gaining a new Alloy die and Sponsorship from the Faction Halls. This process is completed with the Forge action.



Forge (2 Hours)

This action allows you to **Forge** Weapons, Armor, and new Alloy, in bulk. You may Forge in each of the four Furnaces, if they are loaded. By taking a single Forge action, you may:

- Forge Goods at a loaded Furnace.
- Gain a new Alloy die at the loaded Smelting Furnace.
- Remove Alloy dice from a loaded Furnace.

Forge Goods at Loaded Furnaces:

1. Add up the total pip value on all dice on a Furnace—including the **Coal** die. This value represents the Furnace's **Heat** level.

2. Compare the total Heat and the color of the topmost Alloy die against the table at the top of that Furnace.

- If the Heat level meets the top condition, gain the matching colored Good.
- If the Heat level meets the bottom condition, gain the matching colored Good and draw 1 Corruption card.
- If the Heat level does not meet any of the conditions, do not gain a Good. You may either leave the Alloy dice on this Furnace or set them aside.

- 3.** Set aside any Alloy dice used to produce a Good.

Note: You may produce Goods at multiple loaded Furnaces with a single Forge action following steps 1–3 for each Furnace.

Forging Armor (small Goods) requires 1 Alloy die and low Heat. Forging Weapons (large Goods) requires 2 Alloy dice and high Heat.





Gain a New Alloy Die at the Loaded Smelting Furnace:

- Set aside the Alloy die that was loaded in the Smelting Furnace.
- Set aside any single Alloy die from those remaining in the Smelting Furnace. The Market Phase Sponsorship icon beneath it is permanently activated.

Finishing a Forge Action:

To finish a Forge action, roll all set-aside Alloy dice and place them in your supply. While doing this, you may also roll any dice that were already in your supply.

Note: The color and value of the loaded and chosen Alloy dice are not related. You may use any Alloy die to unlock any Alloy die.



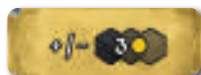
Recruit/Replace Townsfolk ((Cost Varies))

Recruit Townsfolk from the Town Square, gaining their ability. Then, slide the card behind your Staff board to assign them to a Staff Ability. Most Townsfolk have Faction icons which give you Gold during Final Scoring.



Activate Staff (2 Hours)

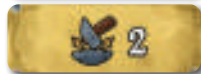
You may activate each **Staff Ability** that has a Townsfolk assigned to it—in any order you wish.



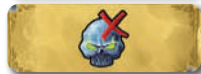
Billower: Adjust one or more Coal die up/down by a total of 3 pips (distributed however you wish).



Metallurgist: Completely load the empty spaces in 1 Furnace with an Alloy die or dice from your supply.



Apprentice: Take the Forge action in up to 2 loaded Furnaces.



Security: Choose and discard 1 Corruption card from your supply.



Load 2 Alloy dice from your supply into this large Furnace. *Forge:* 1 Weapon (large Good).



Load 1 Alloy die from your supply into this small Furnace. *Forge:* 1 Armor (small Good).



Load 1 Alloy die from your supply into the Smelting Furnace.
Forge: Gain 1 new Alloy die—revealing a Market Phase Sponsorship icon.



Forge in each loaded Furnace. After Forging, roll all set-aside and newly gained Alloy dice and add them to your supply. You may roll any other Alloy dice already in your supply as well.



If your Heat meets the top condition on a Furnace, you can Forge a Good (without drawing a Corruption card).



If your Heat meets the bottom condition on a Furnace, you can still Forge a Good, but you must draw 1 Corruption card.

