Heroes Welcome

Merchants of Dragon Reach

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Meet the Merchants



WELCOME TO DRAGON REACH...

...the bustling new frontier settlement in the Realm of Smiteros. The zone portals have just opened, and as we speak the first heroes are braving the Dungeon in search of fame, glory, and levelups. Besieged monsters lurk on the outskirts of town looking for opportunities to gear themselves up against their new foes.

For you, this means only one thing: *PROFIT!*

You see, heroes leave the Dungeon with backpacks full of loot! They stumble into town looking for beds, mead, provisions, and furry hats. (*It's always furry hats. What is up with that?)* And the monsters outside town will pay top doubloon for anything that might stop these heroes from smiting them straight to the Nameless Realms (*Best of luck with that, fellas!*). For an enterprising merchant who can work both ends of the situation, there are stacks of Vorpal Pieces to be made.

But you won't be alone. Other merchants are here, moving in on your territory, trying to make the same quick piece of shiny that you are. Competition is the heart of commerce—or something. When the smoke clears on the final battle with the Boss Monster, whoever has the most Vorpal Pieces wins!

(*I saw that carved in a table at the Merchants' Guild, so it must be true!)*

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Special Thanks for Tolerance and Support: Pier Sun Ho

In Loving Memory of Judy LeBlanc (September 20, 1942 - April 6, 2018)

COMPONENTS

- 1 Gameboard
- 5 Merchant Boards
- 1 Hero Board
- 2 Cloth Bags
  > *Dungeon & Scrap Heap*
- 17 Building Tiles
- 3 Forest Tiles
- 17 Eager Customers
  > *16 Monsters and 1 Boss*
- 29 Scam Cards
- 12 Mastery Cards
- 65 Loot Tokens
  > *Materials on back side*
- 30 Vorpal Pieces
  > *Values 1, 5, and 10*
- 30 Gold Coins
  > *Values 1, 3, 5, and 10*
- 16 Monster Tokens
  > *15 Monsters and 1 Boss*
- 1 Disgruntled Customer Token
  > *For two-player game*
- 5 Potion Tokens
- 2 Large Standees with Stands
  > *Hero and Master Merchant Marker*
- 21 Closed Sign Standees with Stands
- 12 Card Sliders + Extras
  > *For Mastery Cards*
- 8 Reference Cards

MERCHANTRY 101: HOW TO GET RICH



"Enough looking around. You want to know how to make money and gain glory, right?"



LOOT AND MATERIALS

Loot Tokens are a fundamental resource of the game. There are five kinds of Loot Tokens: the three kinds of **Magic Items** (*Weapons, Armor, and Doodads*) and the two kinds of **Gems** (*Emeralds and Rubies*). Though they have unique names, Loot tokens of the same kind (*i.e. icon*) are equivalent for game play purposes.

Loot can be disassembled to produce **Materials**, which are used to craft Magic Artifacts. Each kind of loot produces a different kind of Material when smashed. Magic Items smash into **Metals** (*Orcsteel, Mithril, and Etherium*). Gems smash into **Crystal Shards** (*Green Shards and Red Shards*). The back side of each Loot token shows the Material that it smashes into. Smashing a piece of Loot does not require a game action; each loot token counts as one Material token of its type for crafting purposes. Just flip the token over when you're ready to craft.

***Front Side:* Loot**



***Back Side:* Materials**



GOLD AND VORPAL PIECES



"Gold is nice. It's shiny. It's practical. But what you really want are Vorpal Pieces. These ancient coins are super valuable in our Goblin homeland, even if they aren't used much in town."



Gold Coins

Gold comes from trading with and selling to the Heroes, and Vorpal Pieces (VP) come from crafting Artifacts for Eager Customers. Your Gold amount is never kept secret from your opponents, however your VP tokens and total amount is kept face down and hidden. The object of the game is to earn the most Vorpal Pieces.



Vorpal Pieces (VP)

THE CYCLE OF PROFIT



"Round and round it goes.... By the time it stops, you'll be rich!"

As a merchant, you'll start the game with a nest egg of a few gold pieces. Using the town's Shops and Guilds, you'll use this gold to purchase Loot from the Heroes, which you'll smash into **Materials**. You'll use those Materials to craft artifacts for the Eager Customers waiting outside town, which will earn you more gold, and some Vorpal Pieces as well. Profit!

Once a customer has purchased an artifact, they'll go back to the dungeon and become a Well-Armed Enemy. When the Heroes defeat the Enemy, they'll gain experience and bring even more Loot back from the dungeon. Repeat this process until you're rolling in VP!



A TOUR OF THE TOWN



"Dragon Reach is not much to look at, I know. But this place will start to bustle once those heroes get here and start leveling up. A little entrepreneurial spirit will go a long way."



TOWN GATE

This is where the Heroes Marker is placed at the beginning of each round. Not much to see here.



SHOPS

Places in Town where the Heroes do business. During your turn you will have the option of moving the Heroes to a shop and working a shift there, performing the Shop's listed action. Once a shop is used, it gets a Closed Sign and cannot be used again this round.



THE DUNGEON

During the *Dungeon Crawl*, the Heroes return to the Dungeon to battle monsters, level up and gain loot. The "*Well-Armed Enemies*" space contains the enemy tokens that the heroes will slay. The Dungeon Track shows the steps that the heroes perform whenever they explore the dungeon.



GUILDHALLS

Visit these places on the outskirts of Town to take special actions. Just like Shops, once a Guildhall's ability is used, it is marked with a Closed Sign and can't be used again this round.



WORKSHOP

Where Eager Customers come to commission Magical Artifacts. During your turn you will have the option to craft an Artifact for one of these customers, earning you a large payment and sending the monster to the Dungeon to fight the heroes.

THE BANK

The supply of unused Gold Coins and Vorpal Pieces.

MONSTER TOKENS

After an Eager Customer buys an Artifact, they make their way into the Dungeon. Place one of these tokens into the "Well-Armed Enemies" space to represent the new monster in the Dungeon.

EAGER CUSTOMERS

Appear at the Workshop to purchase Artifacts from you. They're ready to pay Gold and Vorpal Pieces.

FORESTS

Shops cannot be built on Forests, and Forests are removed when one adjacent Field has a Shop.

SCRAP HEAP BAG

Discarded Material Tokens go here after crafting, and may show up again in the *Black Market*.

DUNGEON BAG
Holds all the Loot Tokens the Heroes can find in the Dungeon.







THE HEROES
The Heroes all have experience levels and carry Backpacks full of Loot, Gold, and Potions.



TONIC POND
Formerly the "Toxic Ponic," it is where the "*secret ingredient*" for Potions is found...

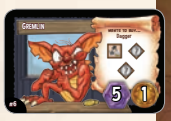


BUILDERS' GUILD
Visit here to build one of 3 *Future Shops.*

BUILDING UPGRADES
Some new Shops can be built on top of existing Shops.













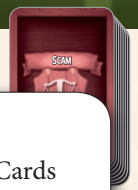
FIELDS
Sites where new Shops can be built.

HEROES MARKER
This marks the Heroes' current location in town. After using this Shop, the player placed a *Closed Sign* on it.

THIEVES' GUILD
Visit here to purchase any face up Loot from the *Black Market*.



MERCHANTS' GUILD
Visit here to draw Scam Cards that can give you an edge over the competition.





ARTISANS' GUILD
Visit here to learn a new crafting Mastery, or to improve your Rank in a Mastery you already have.

GAME SETUP



Vorpal Pieces

2 *Bank*



Gold Coins



4A 5 Starting Loot Tokens

All other Loot Tokens

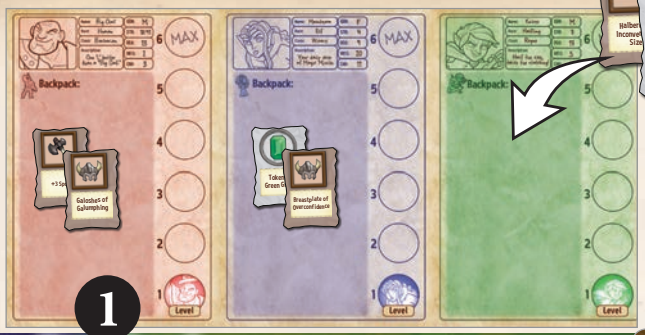


4B



4 Dungeon Bag

Hero Board



1 Game Board



5 2 Loot Tokens in each Hero's *Backpack*



Inn and *Alchemist* set aside



7C Building Deck

Eager Customer Card Deck

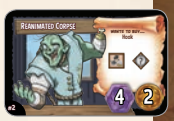


on top 6 *Boss Card*

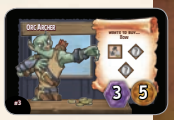
Customer #1



Customer #2



Customer #3



Customer #4





Disgruntled Customer (2-player only)



3 Monster Tokens

11 Heroes Marker

Potion Tokens 10

8 Forest Tile

9 Loot Tokens in Black Market

3 Building Tiles

Empty Scrap Heap Bag



4C



12 Closed Signs

Area for Scam Card Discard



7A Scam Card Deck



7B Mastery Cards and Slider Clips



SETTING UP THE PLAY AREA

1. Put the **Game Board** in the middle of the table, with the **3 Hero Boards** placed nearby at the top.

2. Place and sort at all the **Gold Coins** and **Vorpal Pieces** near the board, forming the *Bank*.

3. Turn the **15 Monster Tokens** face down (*side up*) and mix them up. Place them in a face down pile on the *Monster Icon* under the *Workshop*. Put the **Boss Token** nearby. In a two-player game, also have the **Disgruntled Customer** token handy.

4. Set the **5 (*yellow*) Starting Loot Tokens** aside (A). Place the remaining **Loot Tokens** into the **Dungeon Bag (B)**, and leave it near the top of the board. Place the empty **Scrap Heap** bag (C) next to the board near the Black Market.

5. Draw **6 Loot Tokens** randomly from the Dungeon Bag and place two in each Hero's backpack on the Hero Board, Loot Side up. (*see Loot and Materials, pg 5*).

6. Make the deck of **Eager Customer Cards** by stacking the cards in order of the number printed on card. (*"#1"-"#15" higher numbers at the bottom of the stack*). The "Boss" card goes on the the very bottom. Place the deck face down near the *Workshop*, and deal **4 face up cards** to the *Eager Customers* area.

7. Setup the **Guild Card decks**:
   - **A.** Shuffle the **deck of Scam Cards** and place the deck face down under the *Merchants' Guild*.
   - **B.** Fan out and sort the **Mastery Cards** under the *Artisans' Guild*. Place the **Card Sliders** in a pile near that.
   - **C.** Look through the **Building Tiles** for the *Inn* and the *Alchemist*. Set those two tiles aside. Shuffle the remaining tiles to form the **Building Deck** and place it in the upper right corner and deal **3 Building Tiles** face up into the *Future Shops* slots.

8. Place the 3 **Forest** tiles on the 3 corner **Field** spaces on the board.



9. Draw **5** random **Loot Tokens** from the Dungeon Bag and place them Loot side up on the 5 ***Black Market*** spaces at the *Thieves' Guild*.

10. Place the **5 Potion Tokens** in the labeled slots in the *Tonic Pond*.

11. Put the **Heroes Marker** on the *Town Gate* space on the board.

12. Assemble the **Closed Signs** and create a supply near the board.

13. Give a **Merchant Board** to each player (*randomly or by player choice*).

SETTING UP YOUR MERCHANT BOARD





Starting Loot Token

Slider at Rank 1



Starting Mastery Card

Master Merchant Marker





Starting Goin Coins



2 Scam Cards

STARTING LOOT TOKENS

There are **5 (*yellow*) Starting Loot Tokens**: the "*+1 Ring of Going First*" and 4 others.

Count out one Starting Loot Token per player (*one must be the "+1 Ring"*) and put the extras back in the box. Turn these Tokens face down (*Etherium side up*), and deal one to each player randomly. Each player then flips their Token over and reveals it.

These Items can be traded or smashed just like regular Loot Tokens, but they **never end up in the Scrap Heap or Dungeon Bag**. If you would put one in either bag, put it back in the box instead.

MASTER MERCHANT MARKER

Whoever has the "*+1 Ring of Going First*" receives the **Master Merchant Marker** and starts the game as the first player.

STARTING MASTERIES

Each player should take the **Mastery Card** listed on their Merchant Mat, and then place a **Slider Clip** on that card at *Rank 1*.

STARTING SCAM CARDS

Deal **2 Scam Cards** to each player.

STARTING GOLD COINS

Each player starts with an amount of Gold coins based on their place in the turn order:

- *First player*: 5 gold
- *Second player*: 6 gold
- *Third player*: 6 gold
- *Fourth player*: 7 gold
- *Fifth player*: 7 gold

Players are now ready to start the first Town Phase of the game.

PLAYING THE GAME

The game is played in a series of rounds, and each round is separated into two phases:

1. **Town Phase** - Players will take turns running Shops, working in the Guildhalls, and crafting artifacts. This continues until one player calls for the Heroes to leave town for the Dungeon.
2. **Dungeon Crawl Phase** - The Heroes enter the Dungeon to defeat enemies, level up, and receive Loot. While this is happening, you and your cohorts prepare the town for their triumphant return. When the Heroes arrive at the Town Gate with backpacks full of Loot, the next round begins with a new *Town Phase*.

PHASE 1: TOWN PHASE

The player with the Master Merchant Marker takes the first turn of the round. Play then proceeds in clockwise order from that player's left. On your turn, you may choose **one** of the following actions:

1. **Run a Shop**: Move the Heroes to an open shop and do business there.
2. **Visit a Guildhall**: Use an available action at a Guildhall.
3. **Craft an Artifact for a Customer**: Create an Artifact for an Eager Customer in the Workshop.
4. **Call for Round End**: Annouce that the Heroes will return back to the Dungeon.

Players may also **play Scam Cards** on their turn. *(See p. 11)*



1. RUNNING A SHOP

When you choose this option, you must **move the Heroes Marker** to an adjacent shop and *run it*. The shop must be *open* (*i.e. it must not have a Closed Sign*) and it must be adjacent to the Heroes' current location, connected by a road. In the rare case where the Heroes' current location does not have a closed sign, you may leave the Heroes where they are and run that shop.

Once you move the heroes, you may perform that shop's action. If you don't want to perform the action, your turn is over. Either way, put a Closed Sign on the shop when you are done.

The rules for each shop can be found in the Shop Ability Reference on page 14.

EXAMPLE:

On her turn Alice chooses to *Run a Shop*. She moves the heroes to the *Peddler*, which allows her to pay any Hero 1 Gold in return for 1 of their Loot Tokens.



TRADING WITH THE HEROES



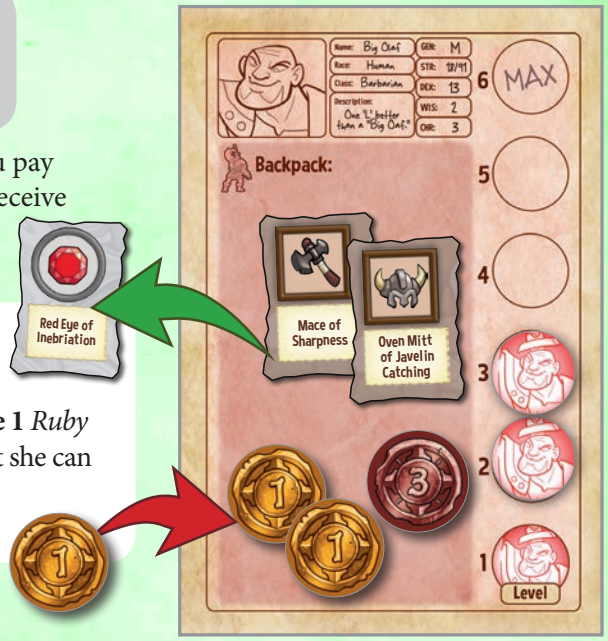
"The Heroes aren't nearly as rich as the monsters, but their money is much easier to get. They also have packs full of Loot that you can use as raw materials for your crafting!"

Most of the shops in the game allow you to trade with the Heroes. Whenever you pay a Hero, you put the payment directly into that Hero's backpack. Whenever you receive something from a Hero, it comes from their backpack.



EXAMPLE:

Using the *Peddler*, Alice **gives 1 Gold** to Olaf to **take 1** *Ruby* from his *Backpack*. The rules for the *Peddler* say that she can only do this once.



CLOSING A SHOP AFTER RUNNING IT

When a player is finished *Running a Shop*, place a **Closed Sign** on the Shop. The Hero Marker remains on the Closed Shop until they are moved again to another shop.

EXAMPLE:

After Alice runs the *Peddler*, she puts a **Closed Sign** on it.



Shop Symbol Legend

Giving or taking?

Red Arrow: *You Give*

Green Arrow: *You Take*

With whom?

One Hero

Each Hero

Specific Hero

How many times?

(Nothing) Only Once

Up to Twice

No Limit to How Many Times

What can be traded?

Gold

Potion

Any Loot

Magic Item

Gem

2. VISITING A GUILDHALL

The Guildhalls are special buildings that are not visited by the Heroes. To visit a Guildhall, choose one that does not have a Closed Sign, and perform the listed action. Then place a Closed Sign on that space. If there are no open Guildhalls, you may not choose this option. The Guildhall actions are explained in the *Guildhall Ability Reference on page 16*.



EXAMPLE:

Bob uses his turn to visit the Merchants' Guild. Using the guild's ability, he takes two Scam cards from the deck. Then he puts a Closed sign on the Merchants' Guild.

3. CRAFTING FOR A CUSTOMER



"Listen up, the best way to make lots of big Vorpal Pieces is to craft "one-of-a-kind" Artifacts for the monsters that work in the dungeon. They're in desperate need. You can't really help them win, but you can get their money before they lose..."



If you have sufficient Material tokens, you may use your turn at the **Workshop** to craft a Magical Artifact for one Eager Customer. Each Customer Card represents a monster that has come to the edge of the city to buy a custom-made magical artifact.

Choose an available Eager Customer to craft for. Announce the artifact you are creating and the Materials you are spending. Each Loot Token counts as one unit of Materials of the type shown on the back of the token. You must spend the **exact number and type of Materials** that the customer requires, no more and no less.

1. Discard the Materials used for crafting to the Scrap Heap Bag.
2. Collect the VP and gold from the bank listed on the Eager Customer card. Then take the card and put it face down in front of you.
3. Next, choose a **random face-down Monster Token** from the supply and place it in the "*Well-Armied Enemies*" space in the Dungeon. Do not reveal it.

If there are no more customers in the workshop, or you do not have the Materials necessary to craft an artifact, you may not choose this option. You may not craft more than one Artifact in a turn.

EXAMPLE:

Alice can craft a "*Shiv*" for this *Demon Imp*. The recipe requires **1 Shard** and any **1 Material**. The Imp will pay 3 VP and 4 Gold for the Shiv.





*"When a monster asks you to make him a flail, he doesn't just want a flail. He wants a **Flaming Flail of Smiting**, or something equally awe-inspiring. Your mastery in crafting will let you add impressive-sounding adjectives to your products. The more impressive an Artifact sounds, the more Vorpal you can get for it!"*

Bonuses from Mastery

Mastery Cards allow you to get bonus VP when crafting with specific materials. Whenever you use the set of Materials shown on the card, you gain the listed bonus VP. You also get to add an adjective to the name of the Artifact you are crafting, which has no gameplay effect. You may use more than one Mastery on an Artifact, but each Loot Token you use can only count towards a single bonus.



Example:

Bob crafts with at least **3 Orcsteel**, and with *Rank 1* of **Orcsteel Mastery** he receives **2 bonus VP,** and can add the title "*Fierce*" to the Artifact.

Mastery Ranks

Each Mastery starts at **Rank 1**, and only provides its Rank 1 bonus. Use the slider clip to mark your rank. At higher ranks, a card can grant a larger bonus for using even more Materials. (You can still use the card at a lower Rank if you choose.) You can increase the Rank by visiting the *Artisans' Guild*.



Signature Skills

Each player has a Signature Skill that allows them to "put their name on it." This gives them a bonus for **not using a particular kind of Loot** when crafting. This can be used in addition to a Mastery.



Example:

"*Bogby's*" skill gives that player **1 VP** for crafting without using Mithril.

4. Calling for the Round's End

If you choose this option, you may end the round and send the Heroes back to the dungeon.



Two-player game only: when you choose this option, place the Disgruntled Customer token on any customer in the workshop, *except the Boss*. If the round ends, that customer will leave the game during the Dungeon Crawl Phase. If the Disgruntled Customer is already placed, you may move it.

When you announce that you are ending the round, one of two outcomes will happen:

1. Another player may prevent the round from ending by offering a bribe of 1 Loot Token. You may not refuse the offer. The briber gives you one of their Loot Tokens, and then play immediately skips ahead to that player's turn. If multiple players offer bribes, you must accept the one whose turn would have been soonest if you hadn't ended the round. *Each player may only be bribed once per round. If you try to end the same round again on a subsequent turn, the round ends automatically. Follow the steps below.*
2. If no one bribes you, the round ends. You have one last chance to play Scam cards, and then your turn is over. Move the heroes to the Dungeon and start the Dungeon Crawl Phase. Note that at the start of the Dungeon Crawl, you'll get to **draw a scam card** and **return some loot from the Black Market to the Dungeon Bag**. (See p. 12)

Playing a Scam Card



If you have any Scam Cards, you may play them during your turn. There is no limit to the number of Scam cards you can play at one time, other than the number that you have. However, you may not play a Scam in the middle of performing another action (*e.g. taking a Shop's action, playing another Scam card*). To play a Scam Card, reveal it, follow its instructions, and then place into a face up discard pile next the Scam Deck.

PHASE 2: DUNGEON CRAWL



"In they go and out they come. You can set your clock to it! Those heroes waste no time of pilfering treasure from the Dungeon. We really ought to lighten up their loads for them..."

When the round ends, the Heroes go on a *Dungeon Crawl* before the next round begins. Move the Heroes Marker to the Dungeon Entrance at the top of the board, and then perform each of the steps in sequence, using the Heroes Marker to track you progress.

1. ROUND-ENDER BONUS

The player who ended the previous round draws a Scam Card. Then they must choose two loot tokens in the Black Market and return them to the Dungeon Bag. Replenish the Black Market as if someone had just used the Thieves' Guild.

2. KILL ENEMIES AND LEVEL UP

The Heroes kill all the monsters in the Dungeon, and level up.

When you start this step, if there are no Enemy Tokens in the Dungeon, discard the *lowest numbered* Eager Customer Card from the Workshop and put a face-down Enemy Token into the Dungeon. Then perform this step as normal.

If there's a Boss Token in the Dungeon, skip the rest of the *Dungeon Crawl Phase* and start the Final Scoring (*see next page*).

Otherwise, turn over all the tokens in the Well-Armed Enemies space. Each token shows the icon of the Hero that will level up. Move the token to that Hero's level track, filling the lowest available space. The Hero is now one level higher.



If the Disgruntled Customer token is on a customer in the Workshop (2-player game only) remove it from the game and return it to the box.

If any Hero has **Potions** in their Backpack, place them on the lowest available spaces on the Hero's Level Track after they level up.

3. COLLECT LOOT

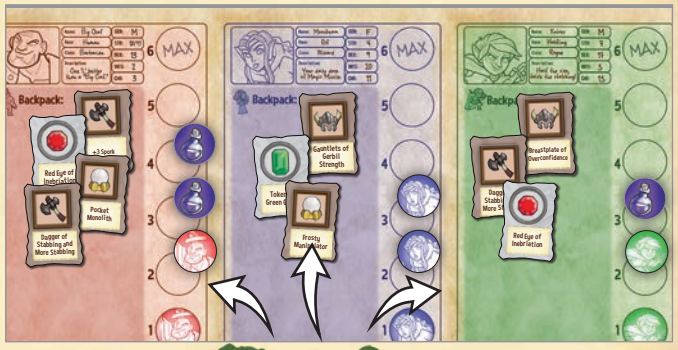
Each Hero collects loot equal to its level. A Hero's level is indicated by the highest token on their level track. For each Hero, draw as many Loot Tokens from the Dungeon Bag as the Hero's level, and put them Loot side up in the Hero's backpack.

If there aren't enough Loot Tokens in the Dungeon Bag, draw the rest from the Scrap Heap, then Swap the two bags, so that the Scrap Heap is now the Dungeon bag, and empty Dungeon bag is now the Scrap Heap. If there still aren't enough, draw as many as you can, filling the Heroes' backpacks from left to right.





4 Loot Tokens *3 Loot Tokens* *3 Loot Tokens*





Dungeon Bag

4. Return Signs and Potions

Remove all the Closed Signs from Shops and Guildhalls on the board. Return all the Potion tokens from the Hero Mats to the Tonic Pond.



5. Draw New Eager Customers



If there are three or fewer Eager Customers in the Workshop, draw three more from the customer deck and add them to the workshop. Place the *lowest numbered* customers nearest to the Dungeon at the top of the board. ***If there are at least four Eager Customers in the Workshop, skip this step.***

6. Expand the Town

The Master Merchant turns over the **top Building Tile** of the Building Deck and adds it to the town in any valid location they choose, following the same rules as the *Builder's Guild (page 16)*. If there are no valid locations, put the tile on the bottom of the deck and try again. Repeat this process until a building gets built, or the entire deck has been tried.



7. Pass Master Merchant Marker

The player with the Master Merchant Marker passes it to the player to his or her left. The new Master Merchant will have the first turn in the next *Town Phase*.



Pass Clockwise

8. Heroes Return to Town

Place the Heroes Marker on the Town Gate space. The next round's *Town Phase* is ready to begin!



Game End and Scoring

The final card of the Eager Customer deck is *Asmeowdeus*, the fearsome Boss Monster. When a player crafts an Artifact for the Boss Monster, add the Boss Token to the Well-Armed Enemies space in the Dungeon. When the next Dungeon Crawl Phase begins, the game is over. Follow these Final Scoring steps in to determine each player's final VP.



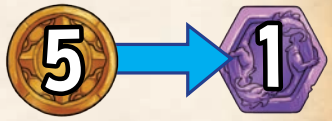
1. Final Crafting

Each player gets one chance to craft one of these Artifacts using whatever Materials and Masteries they already have on hand:



2. Gold Conversion

Each player converts their gold into VP. For each **5 Gold** you turn in, collect **1 VP**. Remaining Gold below 5 Gold is used in the tie-breaker.



The player with the most total VP is the winner!

Tie-Breakers

In the case of a tie, most total Gold and Materials left in inventory is the tie-breaker.

If the game is still tied, whoever owns this copy of the game chooses the winner(s) from among the tied players. Offering the owner bribes is encouraged!

SHOP ABILITIES REFERENCE



PEDDLER, EMPORIUM

The *Peddler* is the most basic shop in the game. It allows you to pay 1 Gold to take any 1 Loot Token from a single Hero. Put the Gold in the Hero's backpack, then take one of their Loot.



The *Emporium* is an improved Peddler. It must be built on top of a Peddler space. It allows you to purchase 1 or 2 Loot from a single Hero's backpack for 1 Gold each. *(Both tokens must come from the same Hero.)*



CURIO SHOP, JEWELER

The *Curio Shop* allows you to purchase any number of Magic Items only (*Weapons, Armor, Doodads*) from a single Hero. Each Magic Item costs 1 Gold.



Likewise, the *Jeweler* allows you to any purchase any number of Gems from a single Hero for 1 gold each. This shop must be built in a Field.



RUMOR MILL

The *Rumor Mill* must be built on a Field. When using the Rumor Mill, you may pay one hero up to two gold to look through the Scam Card discard pile and take up to two cards of your choice, one card for each gold you paid.



FLEA MARKET, PAWN SHOP

The *Flea Market* allows you to trade 1 Loot Token to a hero in exchange for 2 of his or her Loot Tokens. Put one of your Loot Tokens in the Hero's backpack, then take two other tokens from that Backpack. You may not use the Flea Market if you have no loot tokens to give. If the Hero has only one Loot Token, you may trade one for one.



The Pawn Shop must be built on top of the Flea Market. It lets you perform the Flea Market's action twice, one after the other. Each trade may be with a different hero. You may use a token gained in the first trade as your payment in the second trade.



PROVISIONER, HABERDASHERY

The *Provisioner* allows you take half the gold, rounded-up, out of the backpack of one Hero. (*This represents selling the Hero adventuring supplies and tacky souvenirs which are not represented in game.*)



The *Haberdashery*, being a higher class of shop, allows you take **all** of the gold from one Hero's backpack. This shop can be built in a Field or on top of the *Provisioner*.



BAZAAR

It works just like a *Peddler*, except you may purchase 1 Loot token from **each** Hero. Each Loot Token costs 1 gold. This shop can be built in a Field or on top of the *Provisioner*.



HERBALIST, APOTHECARY, ALCHEMIST

The *Herbalist* allows you to sell Potion Tokens to the Heroes for 1 Gold each. Take a Potion Token from the *Tonic Pond* and place it in a Hero's Backpack, and take a Gold piece from that same backpack. You can sell potions to all three of the Heroes in a single turn, but you cannot sell a Potion to a Hero who can't afford to pay for it. You may choose how many potions to sell to each Hero, but you can only sell as many Potions as there are in the *Tonic Pond*.



The *Apothecary* can be only built on top of the *Herbalist*. It raises the price of potions to 2 Gold each. You may not charge more or less. When you build ***The Apothecary, shuffle the Alchemist into the Building deck.***



The *Alchemist* can only be built on the *Apothecary*. It raises the price of potions to 4 Gold each. You may not charge more or less.



TAVERN, INN

The *Tavern* must be built on a Field or the *Provisioner*. When you use the Tavern, take half the gold from each Hero's backpack, rounded up (*round up each backpack separately*). Then you remove all the Closed Signs from the Shops only (*Time passes at the Tavern!*). **When you build the Tavern, shuffle the Inn into the building deck.**



The *Inn* must be built on top of the *Tavern*. When you use the *Inn*, take all the Heroes' gold, then remove all the Closed Signs from the board.

At the end of your turn, place a closed sign on the *Inn* or *Tavern* as usual.



HUNTING LODGE

The *Hunting Lodge* allows you to pay *Big Olaf* up to 3 Gold to take a random Loot Token from the Dungeon Bag for each gold paid. You must pay up front before you draw any tokens. This shop can be built in a *Field* or on top of *Ol' Town*.



WIZARD'S LAB

The *Wizard's Lab* lets you perform the Artisans' Guild's action once or twice this turn, but each time you do so, you must pay *Moonbeam* 1 Gold. This does not require the Artisans' Guild to be open, nor does it place any Closed Signs there. This shop must be built on a *Field* or on top of *Trapezoid Alley*.



THE FENCE

When you use the *Fence*, pay 2 Gold to *Knives* to take a Loot Token from the *Black Market*. You may perform this action up to 3 times in a single visit. When you are done, replenish the *Black Market* as if you had used the *Thieves' Guild*. This shop must be built on a *Field* or on top of *The Underground*.

OL' TOWN, TRAPEZOID ALLEY, THE UNDERGROUND

These Shops work like the *Peddler*, except they allow you to buy up to 3 Loot Tokens from a specific Hero, shown on the Shop, for 1 Gold each. They can be built on *Field* spaces, or on the *Hunting Lodge*, *Wizard' Lab* or *The Fence*, as appropriate.







GUILDHALL ABILITIES REFERENCE



THIEVES' GUILD

The Thieves' Guild allows you to buy Loot Tokens from the **Black Market**. The Black Market consists of five face-up Loot Tokens on the board near the Thieves' Guild. It has two buildings that can be visited seperately:



- You may **pay 2 gold** to the bank to take **1 Token** of your choice from the Black Market.
- You may **pay 6 gold** to the bank to take **2 Tokens** of your choice from the Black Market.

At the end of your turn, refill the Black Market by drawing tiles from the Scrap Heap bag. If it's empty, draw from the Dungeon Bag instead. You may not use the Thieves' Guild if you cannot pay the gold cost.



MINSTRELS' GUILD

When you visit the Minstrels' Guild, you must discard any 1 Loot Token to the Scrap Heap. Then you may move the Heroes to any open Shop (*i.e. one without a Closed Sign*) and run that shop. This functions exactly as if you had chosen "*Run a Shop*" for your turn; use the Shop's ability and place a Closed Sign on the Shop when you are finished. The Heroes remain at their new location when your turn ends. You may not visit this Guild if you do not have a Token to pay.





ARTISANS' GUILD

When you visit the Artisans' Guild, you may do one of the following:

1. Increase one of your Masteries by one Rank: Move the Slider Clip down to the next Rank.



2. Gain a new Mastery. Choose one of the available Mastery Cards and place it next to your character sheet, a with the Slider Clip at Rank 1. You may not choose a Mastery you already have.

There is no limit to the number of Masteries that a player can have, other than the total number of cards available.

The Artisans' Guild has two buildings, and thus can be used twice in the same round. One of the buildings is not available in a 2-player game.



MERCHANTS' GUILD

When you visit the Merchants' Guild, you draw two cards from the Scam Deck. If the Scam Deck has fewer than two cards, shuffle the discard pile to make a new deck.





BUILDERS' GUILD

When you visit the Builders' Guild, you expand the city by choosing one of the *Future Shops* and adding it to the town.The bottom of each Shop tile shows where that Shop can be built, either on a Field space, or on top of an existing Shop.



If there are multiple valid locations for a shop, you choose where to place it. If a Shop has no valid locations, it can't be built. If you build on top of a Shop with a Closed Sign, the Closed Sign remains on the new Shop.

If you build a shop on a Field, remove any Forest tiles that are adjacent to it, and return them to the box. Those spaces are now available for future construction!

Once you have built a shop, replenish the supply of *Future Shops* by drawing the top tile from the Building Deck.

After you build the Shop, take another turn. *(Usually, you will want to use this extra turn to run the Shop you just built!)*



GOLDSMITHS' GUILD

When you visit the Goldsmiths' Guild,you take 2 gold from the bank. Then you may pay 1 VP to the bank to get 5 gold. *This is always a good idea if you can afford it.*



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