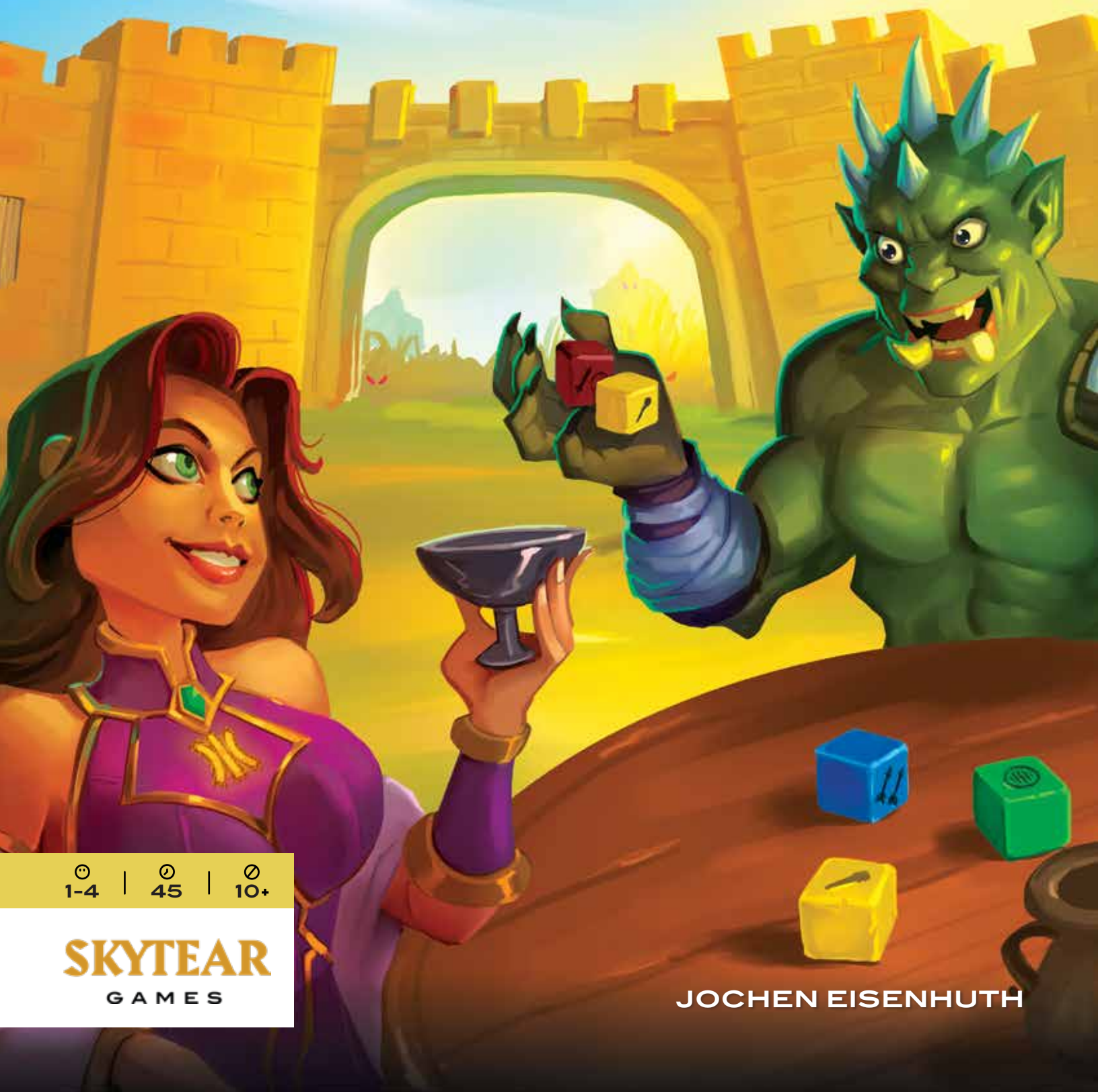


GATHER YOUR PARTY, FORGE YOUR LUCK

# DICEQUEST



1-4 | 45 | 10+

**SKYTEAR**  
GAMES

JOCHEN EISENHUTH

# VIDEO TUTORIAL

Learn to play with a video at [www.playskytear.com](http://www.playskytear.com).



# OVERVIEW

Dicequest is a “dice pool builder” for 1 to 4 adventurers aged 10 and up that lasts about 45 minutes.

Play **competitively** to see who earns the most victory points, or **cooperatively** to save the world of Olan Taa from the Hordes.

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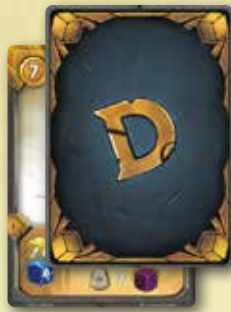
# COMPONENTS



If you run out of components, except dice, use a temporary substitute.



28 Apprentice Hero cards  
(Expert Hero on the back side, marked with )



15 Legendary Hero cards



36 Basic Item cards  
(30 Basic Items and 6 "Take That!" Items)



20 Legendary Item cards



4 Player Aid cards



12 Adventure cards (3 types: 4 Act I, 4 Act II and 4 Act III)



4 Reroll tokens



54 Quest cards (3 types: 18 Act I, 18 Act II and 18 Act III)

1 Round marker

1 First Player token



20 Victory Point tokens  
(2 types)



20 Gold tokens  
(2 types)



12 Wound tokens



16 Dice  
(4 of each color)



4 Party boards



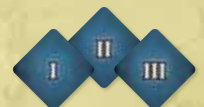
1 Game board  
(neoprene playmat)



10 Threat cards  
Only for solo and co-op.



12 Adventure cards (4 per act)  
Only for solo and co-op.



36 Threat tokens  
(12 per act)  
Only for solo and co-op.



## BOARD SETUP

This setup is for the competitive game.  
For the solo and cooperative setup, see page 14.  
After taking the following steps, each player completes their own setup as described on the opposite page.

### A BOARD

Place the game board in the center of the table.

### B THE RESERVE

Place all dice, Victory Points, Gold, and Wound tokens next to the board, within easy reach.

### C QUESTS

Shuffle each of the 3 Quest decks separately (Act I, Act II, Act III) and place each of them face down in their designated slots on the board.



### D QUEST AREA

Reveal 5 cards from the Act I Quest deck and place them face up in the Quest Area.

### E ITEMS

Shuffle both Basic and Legendary Item decks and place them face down in their respective slots on the board.

For your first game—or if you prefer a less confrontational experience—remove the items marked “TAKE THAT” from the game.

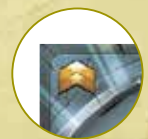


### F LEGENDARY HEROES

Shuffle the Legendary Hero deck and place it face down next to the board.

### G APPRENTICE HEROES

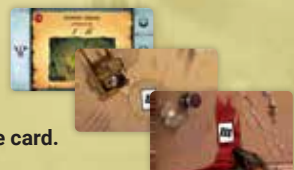
Shuffle the Apprentice Hero deck and place it next to the board with the **Expert side face up** (that’s the side with this symbol in the corner).



Then, form the **Market** revealing the top 5 cards and place them face up next to the deck, so that 5 Apprentice Heroes are visible.

### H ADVENTURES

Randomly place one card from Acts I, II, and III **face down** into their respective slots along the Adventure Path. **Then, reveal the Act I Adventure card.**





## PLAYER SETUP

### GATHER PLAYER COMPONENTS

- ❑ Take 1 Player Aid card.
- ❑ Take 1 Reroll token.
- ❑ Take 3 Wound tokens.
- ❑ Draw 2 Basic Item cards from the Basic Item deck.

### PREPARE YOUR PARTY

- ❑ Place your Party board in front of you.
- ❑ Place your Reroll token on the designated space, with the colored side visible.
- ❑ Place your 3 Wound tokens on their designated area.
- ❑ Place your starting Item cards in the Backpack Zone.

### FIRST PLAYER

Choose the most honorable player to be the First Player, or select one at random. They take:

- ❑ The First Player token.
- ❑ The Round marker.

You are ready to play!



### YOUR PARTY BOARD




- A** Wound Tokens Slot
- C** Reroll Token Slot
- E** Achievements Zone
- G** Backpack Zone

- B** Unlocked Dice Zone
- D** Locked Dice Zone
- F** Hero Slots
- H** Hero Equipment Slots

# HOW TO PLAY

## GOAL OF THE GAME

The player with the most Victory Points (VP) at the end of the game wins.

Your VPs are the sum of the value on each  symbol on:

- Heroes in your party.
- Items in your Backpack.
- Graduated Heroes and Quests in your Achievements Zone.
- Victory Point tokens in your supply.

In case of a tie, the player with most Heroes on their Party board wins. If still tied, those players share the victory!



## ROUNDS & TURNS

The game lasts 9 rounds.

You keep track of rounds advancing the Round marker along the Adventure Path (the Adventure Path is explained on page 10).

Each round, **players take turns** in clockwise order, starting with the person holding the First Player token.

A turn has three phases:

- INCOME PHASE**
- TAVERN PHASE**
- QUEST PHASE**



## HEROES

There are 3 type of Heroes. Here is how to read their cards.

### APPRENTICE




### EXPERT (On back.)



### LEGENDARY

(Unlocked in Act III)



- A ABILITY & NAME**  Apprentice Heroes have no ability. The one shown is a preview of their Expert-side ability.
- C COST** Expert Heroes have no cost because they cannot be recruited.
- V VICTORY POINTS** Apprentice Heroes give no victory points. The number shown is just a preview of their Expert-side.
- D HERO'S DICE**



## INCOME PHASE



If you are the **First Player**, advance the Round marker along the Adventure Path to start a new round. (See details on page 10.)

Your turn starts with the Income Phase:

- **Gain 2 Gold.**
- **If you have no Heroes**, gain 2 additional Gold. (This always happens on your first turn.)

## TAVERN PHASE



On your Tavern Phase, perform the following actions in any order and any number of times.

### RECRUIT ACTION

Choose one face-up Hero on the board to recruit:

1. **Pay Gold** equal to that Hero's cost. Take change if overpaying.
2. **Place that Hero's card** in an empty Hero space on your Party board. If you already have 3 Heroes, you must graduate a Hero before recruiting.
3. **Refill the empty slot** with a Hero of the same level of the one you just recruited.

### GRADUATE ACTION

Choose one Hero on your Party board to graduate.

- **If it is an Expert or Legendary Hero**, place them in your Achievements Zone, to the right of your Party board.
- **If it is an Apprentice Hero**, place them on the bottom of the apprentices' heroes deck instead.

Either way, return any item equipped by the graduating Hero to the bottom of its deck.



### ACHIEVEMENTS ZONE

*Heroes here are not in your party but are worth Victory Points.*

#### DESIGNER'S TIP

**Do not get too attached to your Heroes!**

Success requires graduating Heroes or even... sacrificing them on deadly Quests.

5  
**BACKPACK**  
(MAX 5 ITEMS)



**EQUIPMENT**  
**SLOT**

### EQUIP ACTION

Choose one Item with the **EQUIPMENT** label from your Backpack.

Place that Item face-up in the Equipment slot of one of your Heroes (max 1 per Hero). That Hero gains the effect on the Item.

### ITEMS

Your items can be:

- Equipped to a Hero (max 1 per Hero).
- Stored in your Backpack (max 5).

You may discard Items at any time by returning them to the bottom of their deck.

#### SINGLE-USE ITEMS

Items that are not an "Equipment" are single-use. These can be used during the step indicated on the card. Once used, return them to the bottom of their deck.

### BOARD ACTIONS

These actions are not available at the start of the game but are unlocked after each adventure is completed.

They are explained on page 10.

### GIFT AND REFRESH ACTIONS

These actions are only available in the solo and co-op mode.

They are explained on page 15.



## QUEST PHASE

On your Quest Phase follow these steps in order:  
**Deployment, Combat, Wound, and Reward.**

### USING ABILITIES

- In each step, you **must** use the **Quest abilities** that are matching the current step.
- You **may** only use abilities from Active Heroes and their equipped Items.
- Each ability can be used at most **once per turn**.
- You can use the abilities in **any order** of your choice.
- Apprentice Heroes** have no ability. The ability shown on their card is a preview of the Expert-side. 🗑️

## DEPLOYMENT STEP

- Choose a Quest and a number of Heroes from your Party equal to the Party Size of that Quest. They become your Active Heroes.  
If the Party Size is a range, choose any number of Heroes within that range.



- Add all dice from your Active Heroes and their equipped items to your Dice Pool. (Up to 4 dice for each color.)
- Use "DEPLOYMENT STEP" abilities.

### NOT ENOUGH HEROES?

*Playtime* is a Quest printed on the board that is always available and requires no Heroes. *Sometimes... playing is the best Quest!*

PLAYTIME  
QUEST



## COMBAT STEP

Roll all dice in your pool and place them in the Unlocked Dice Zone.

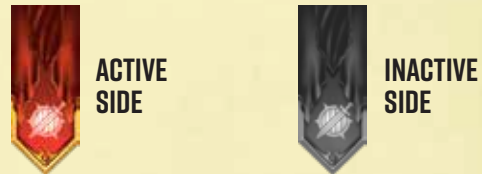


Then, perform the actions listed below in any order and any number of times until you are ready to proceed to the Wound Step.

- Use "COMBAT STEP" abilities.
- Use your Reroll token.
- Use Runes.

### USING THE REROLL TOKEN

If your Reroll token is on the active side, flip it over to its inactive side to reroll any number of dice from the Unlocked Dice Zone. You must choose all the dice you want to reroll simultaneously. (The Reroll token turns to its active side when you fail a Quest.)



### RUNES

You gain Runes with dice rolls, Items, and abilities. To spend a Rune from a die, move it to the Locked Dice Zone. This die cannot be rerolled or changed.



After spending a Rune you must either:

- Reroll** one die from your Unlocked Dice Zone.
- Activate an **ability with a Rune** from one of your Active Heroes or from one of their equipped Items.

### SPENT RUNES

**Some Quests require Runes to be completed.** If you spend a Rune, it does NOT count for the Quest success anymore. (All other symbols on the die are part of your result.)

## WOUND STEP

First, use the “WOUND STEP” abilities.  
Then, count and assign the wounds from this Quest.



### COUNT WOUNDS



Count the total number of Light and Deadly Wound symbols on the Quest.



Block one Light or Deadly Wound for each Shield symbol in your results. (Using Shields is optional.)



Unblockable wounds cannot be blocked with Shields or any other ability.

### ASSIGN WOUNDS

To assign the wounds place the respective tokens on your Heroes.  
Place wounds:

- In any order.
- One at a time.
- Only on your Active Heroes.  
(I.e. do not consider Heroes that did not go on the Quest.)

### DEFEATED HEROES

As soon as a Hero has at least:

- 2 Light Wounds
- Or 1 Deadly Wound

They are immediately **defeated**: return them to the bottom of their deck before assigning other wounds.

You can succeed at the Quest **even if all your Heroes have been defeated**.

## REWARD STEP

First, use the “REWARD STEP” abilities.  
Then, determine the outcome of the Quest card.

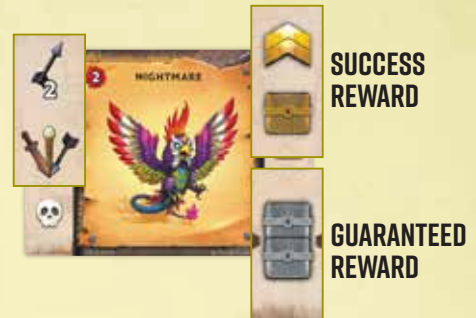
### QUEST OUTCOME

Count the symbols on your dice results, plus bonus given by Items and abilities from your Active Heroes.

If you have all required symbols for this Quest you succeed. Otherwise, you fail. (Wound symbols are never required symbols.)

This can be matched by any one of these:

### SYMBOLS REQUIRED



#### If you fail:

1. Set your **Reroll token** to its active (colored) side.
2. Gain all the Guaranteed Rewards. They are marked with these elements on both sides:
3. Place 1 Gold token on the Quest card.

#### If you succeed:

1. Take all the Gold tokens on the Quest card, if any.
2. Gain all the Quest Rewards, as shown above. (I.e. Also the Guaranteed Rewards.)
3. Place the Quest card in your Achievements Area. (I.e. To the right of your Party board)
4. Reveal a new Quest card of the same level to refill the slot.

### REWARDS



**Gold.** Take the indicated number of Gold tokens from the Reserve.



**Level Up.** Flip one of your **Active** Apprentice to their Expert-side (I.e. Only Heroes on the Quest.)



**Basic Item.** Add the top card of the Basic Item deck to your Backpack.



**Legendary Item.** Add the top card of the Legendary Item deck to your Backpack.



**Victory Points.** This Quest card is worth that many Victory Points at the end of the game. (**DON'T** take Victory Point tokens for this!)





## ADVENTURE PATH

The Adventure Path has 9 spaces, one for each round of the game. At the start of each round, the First Player advances the Round marker along the Adventure Path.

There are two types of spaces:

### 6 Quest Spaces

In these rounds, all players are free to choose their Quest.

### 3 Adventure Spaces

In the 3rd, 6th, and 9th rounds, all players must choose the Adventure as their Quest if they have enough Heroes to meet its Party Size. Otherwise, they may choose any Quest from the board.

## UNLOCKING BOARD ACTIONS

After you complete and discard an Adventure card you reveal and unlock new “board actions” for all players for the rest of the game.

### After Completing the Act I Adventure:

- Pay 3 Gold to draw the top card of the Basic Item deck.
- Return one Item from your Equipment Slot or Backpack Zone to the bottom of its deck to gain 1 Gold.

### After Completing the Act II Adventure:

- Pay 3 Gold to level up one of your Apprentice Heroes.
- Pay 3 Gold to remove 1 Light Wound from one of your Heroes.



ACT I - BOARD ACTIONS



ACT II - BOARD ACTIONS

## UNLOCKING NEW QUEST LEVELS

At the start of the game, only Act I Quests are available. After you complete an Adventure replace all Quests on the board with Quests of the same level as the new Act.



ACT I ADVENTURE CARD

## UNLOCKING LEGENDARY HEROES

At the start of the game, Legendary Heroes are not available.

After you complete the Act II Adventure:

- Replace the Apprentice Heroes deck with the Legendary Heroes deck.
- Replace all Apprentice Heroes in the Market with Legendary Heroes.



UNLOCK LEGENDARY HEROES IN ACT III

# ADVENTURES



If the Round marker is on top of an Adventure card, all players must choose that as their Quest this round, if possible (see page 10).



The Adventure, works like a Quest except for the “Quest outcome” part that is different and as follows:

- ❑ If you did NOT meet all requirements on the Adventure card (disregarding the symbols with ∞) you fail. Simply set your **Reroll token** to its active (colored) side and end your turn.
- ❑ Otherwise, you succeed!  
Do not take any Reward yet but track your score instead.

## TRACKING ADVENTURE SCORE

Adventure cards show one or more ∞ symbols.

Your Adventure Score is the number of **excess** symbols that match the symbols marked with ∞. (I.e. Only consider excess symbols that you did not need to succeed at the Adventure.)

**Record** your score by placing your Reroll token next to the Adventure Score Tracker, keeping the token on the same side.



## COMPLETING ADVENTURES

After all players attempted an Adventure, it is completed, even if all players failed it.



When an Adventure is completed:

- ❑ **Players earn Rewards** according to their score.  
If two or more players tie for a rank, each receives the next same Reward, if any. E.g. if two players tie for first, both receive the second place Reward.
- ❑ **Return Reroll tokens**, keeping them in the same state.
- ❑ **Return the Adventure card** to the box.  
New board actions are revealed and unlocked.
- ❑ **Replace the Quests** on the board with Quests of the next Act.
- ❑ **Reveal the Adventure card** of the next Act.
- ❑ If you are entering Act III, unlock **Legendary Heroes**.

After the Act III Adventure, the player with most VPs wins, as explained on page 6.

### VICTORY POINT TOKENS

Use the Victory Point tokens to keep track of the VPs awarded by an Adventure.  
Remember: you do not need these tokens for Quest Rewards because you simply add completed Quests to your Achievements Zone instead.

## YOU ARE READY TO PLAY!

The next two pages have examples while the last page is a **reference sheet** with further clarifications.

To play the **solo** or **co-op** mode, read the rules on page 14.

Good luck and have fun!



# EXAMPLE: QUEST

## DEPLOYMENT STEP:

1. You choose to attempt the Quest "Stormcaller."
2. The Quest requires a Party size of 2, so you must send exactly 2 Heroes.
3. You select:  
Pirate – contributes 1 blue die.  
Blademaster – contributes 1 red die, and his ability reads: "If wounded, +1 red die."  
Since the Blademaster is wounded, he adds an additional red die.  
Dice Pool: 1 blue die, 2 red dice.
4. You have one equipped item on the Blademaster, the Staff of Lightning, but it does not add any dice.
5. You decide to use the Arcane Potion, which adds 1 yellow die to your pool. This gives you a chance of rolling a Wand symbol, which is needed for this Quest.
6. Final Dice Pool: 1 blue, 2 red, 1 yellow = 4 dice total

## COMBAT STEP:

7. You roll your 4 dice. The results are not enough to complete the Quest – you are missing one Wand symbol.



8. To try again:  
You activate the Pirate's ability and pay 2 Gold to reroll 1 die of your choice. You choose the yellow die, as it's the only one that could give you the missing symbol.  
Unfortunately, you roll a blank.
9. You try now with your Reroll token (currently face-up, so it's available) to reroll the yellow die again. You could have rerolled more than one die, but there is no need now.  
Still no luck – you roll another blank.  
You now flip the Reroll token face-down to show it's used.
10. Not giving up: You use the Scroll of Shiny Rune, which grants 1 Rune. You then spend the Rune to trigger the ability on your Staff of Lightning, which grants a Wand symbol.

**You've defeated the Stormcaller!**



## WOUND STEP:

Now, resolve wounds shown on the Quest card:

11. The Quest shows:  
1 Deadly Wound symbol  
1 Light Wound symbol  
You rolled a Shield symbol, which allows you to block 1 wound. You choose to block the Deadly Wound.
12. You take 1 Light Wound token, which you assign to the Pirate. She remains alive.

## REWARD STEP:

Since you completed the Quest, you:

13. Claim both the Guaranteed Rewards and the Success Rewards. You receive 2 Gold (Guaranteed Reward) and 3 Victory Points.
14. Move the complete Quest to your Achievements Zone.
15. Draw a new Quest from the same deck to replace it.
16. **Do not** turn your Reroll token face-up.
17. **Do not** place a Gold token on the "Stormcaller" Quest card.

## EXAMPLE: ADVENTURE



Let's see an exhaustive example of the end game, when all players race to claim the last word on the Final Boss. For this case, the Adventure card "Death Dealer" was used.

### DEPLOYMENT STEP:

1. You choose to attempt the Lev.III Adventure card "Death Dealer".
2. The card requires a Party size of 3, so all your Heroes are sent to fight it.
3. To defeat it, you need at least 5 generic successes, and the Party suffers 5 Light Wounds during the fight, plus one Unblockable Light Wound for every Wand kept in the final roll (i.e. once all Items and effects are used).
4. Actually, your Party is composed of:
  - Scavenger – contributes 1 blue die.
  - Akimo – contributes 1 red die and 1 blue die.
  - Ward Mage – contributes 1 yellow die.
5. You have two equipped Items, none of them adds any dice. You decide to use the Dragonskin Potion in your Backpack, which gives you one green die.
6. Final Dice Pool: 2 blue, 1 red, 1 green, 1 yellow = 5 dice total

### COMBAT STEP:

7. You roll your 5 dice.  
The results are not enough to defeat the Death Dealer – you are missing one success, of any kind.



8. You use the Frost Knives ability and reroll the blank blue die. You roll an Arrow and a Rune.
9. You use Akimo's ability to convert a Sword into two Swords. Although it was not necessary to defeat the Death Dealer, it counts for the excess symbols.
10. You decide to use the Scroll of Shiny Rune in your Backpack, which gives you a Rune. You can use it in combination with the Charm of Liathan, with the Scavenger's ability or with the Ward Mage's ability. You use the Rune on the Charm of Liathan to prevent one additional Light Wound.
11. You use the Rune rolled with the blue die to use the ability of the Ward Mage and prevent one Light Wound.
12. The new result is the following:



You've defeated the Death Dealer!

### WOUND STEP:

Now, resolve wounds shown on the Adventure card:

13. The Death Dealer shows:
  - 5 Light Wound symbols.
  - 1 Unblockable Light Wound symbol for each Wand rolled.
 You rolled a Shield symbol and activated both the Charm of Liathan and the Ward Mage's ability, which allow you to block 3 wounds. As you rolled a Wand, though, you still take 3 Light Wounds, one of them Unblockable.
14. You suffer a total of 3 Light Wounds. While the Scavenger and Akimo are defeated, the Ward Mage survives (that will be useful in case of a tie with another player at the end of the game).

### REWARD STEP:

Since you completed the Adventure, you:

15. Track your score counting the symbols in excess. You have two symbols and place your Reroll token on the number 2.
16. Compare your score with the scores obtained by the other players once they have defeated the Death Dealer.
17. Starting from the player who got more score, and proceeding in decreasing order, assign the Victory Points. Players who have not defeated the Death Dealer get no Victory Points.





# SOLO & CO-OP



## SETUP

To play solo or cooperatively, follow the setup steps on page 4 with these changes:

- Never use the "Take That!" Item cards.
- Use the **Adventure cards** of the solo and co-op mode, they have a different symbol on their back. **For your first game**, use the Adventures marked with \* next to their name.
- Shuffle the **10 Threat cards** to form the **Threat deck** and place it **face-down** within reach.
- Form a **face-down** reserve of **Threat tokens**, grouped by Act.
- Each player takes one random Threat token from Act I and places it **face-up** on the Act 1 Adventure card.



12 ADVENTURE CARDS



THREAT TOKENS



THREAT CARDS

## WINNING AND LOSING

All players win if the Act III Adventure is successful and every player has at least 15 Victory Points.

Otherwise, all players lose.

How to succeed in an Adventure is explained on the next page.



## THREAT PHASE AND CARDS

The Threat phase happens at the start of every round. (Not turn!)

Reveal the top card of the Threat deck and place it face-up in a discard pile next to the deck.

Then, resolve the ability on that card.

The symbol above the name indicates the timing of the effect:

ONGOING ABILITY FOR THIS ROUND

IMMEDIATE ABILITY



## THREAT TOKENS

**IMPORTANT:** when a new Adventure is revealed, each player takes one random Threat token from the current Act and places it **face-up** on the new Adventure card.



- In the Reward Step, Threat tokens are discarded by spending **EXCESS** symbols from your result.

*E.g. In the example above, the Adventure requires 2 Swords and 2 Arrows. If your result includes 1 excess Wand and 1 excess Arrow, discard the matching token. A single excess Wand or Arrow is not enough to discard the shown Threat token.*

- Shields in your result may be used to discard Threat tokens instead of preventing wounds.

## THREAT ON QUESTS

Some Adventures' abilities distribute Threat tokens on Quests, with the limit of 1 Threat per Quest.

Threat does NOT affect Quests but it will be moved to your next Adventure when it's time to attempt it, making it harder.

If you succeed at a Quest, discard the Threat token on it.



## ADVENTURE OUTCOME

To gain all the rewards from an Adventure, you just need to meet its requirements, ignoring the Threat tokens.

### ADVENTURE SUCCESS

At the end of the round with the Adventure, all players succeed if there are no Threat tokens on the Adventure card. Otherwise, they fail.

### ADVENTURE FAILURE

If players fail an Adventure, move all Threat tokens from the current Adventure to the Act III Adventure and start a new round. If players fail in the Act III Adventure, all players lose.

## NEW ACTIONS

These actions are available in the Tavern Phase.

### REFRESH ACTION

Pay 2 Gold to return up to 3 Heroes in the Market to the bottom of their deck. Then, refill the empty slots with Heroes of the same level.

### GIFT ACTION

Move an Item from your Backpack to another player's Backpack.

**And that's all you need to know to play Dicequest solo or co-op.**  
Good luck and have fun!

## DIFFICULTY LEVELS

You may want to increase or decrease the default difficulty:

- **Practice:** Skip the Threat Phase.
- **Hard:** If you fail an Adventure, each player places 1 random Threat token of the current Act on the Act III Adventure (Discard the Threat tokens left on the failed Adventure.)
- **Heroic:** Like Hard, but the minimum score is 20 VP.
- **Legendary:** If you fail an Adventure, you lose. The minimum score is 25 VP.
- **Godly:** Like Legendary, but the minimum score is 30 VP.



**SKYTEAR**  
GAMES

## CREDITS










Publisher: Skytear Games  
Via Cesare Costa 19/D, Modena, 41125, Italy.

Design: Jochen Eisenhuth.  
Development and Rulebook: Riccardo Neri, Giacomo Neri.  
Production: Riccardo Parmeggiani.  
Logo and Graphic design: Umberto Tonella.  
Card artworks: Gong Studio, Miguel Coimbra, Theoretical Psychics Studio, Umberto Tonella, Jerry Padilla.  
Cover artwork: Miguel Coimbra.  
Lore: Riccardo Parmeggiani.  
Playtesting and proofreading: Francesco Desideri, Lea Eisenhuth, Max Eisenhuth, Christoph Eisenhuth, Teresa Weiß, Michael Lang, Niko Friedrich, Moritz Walz.

Last but not least, the thousands of players who supported the crowdfunding campaign and made Dicequest real!



## SYMBOLS

-  Add a die of a color of your choice to your Dice Pool and roll it.
-  Add a die of this color to your Dice Pool and roll it. (e.g. blue)
-  Reroll a die of a chosen color in your Unlocked Dice Zone.
-  Reroll a die of this color in your Unlocked Dice Zone. (e.g. blue)
-  Set a die of a chosen color in your Unlocked Dice Zone to any face.
-  Set a die of this color in your Unlocked Dice Zone to any face.
-  You cannot roll any die of this color for this Quest. You may still use Heroes who use that die.
-  Add a Rune.  
See page 8 for details.
-  Remove a (non-unblockable) Light Wound token.

## HERO CLASSES & DICE

### WARRIORS



Reliable frontliners who offer steady damage and defensive support.



### MARKSMEN



High-risk, high-reward and exclusively focused on raw damage!



### MAGES



Completely focused on abilities and runes, rather than damage or defense.







































### TANKS



Durable heroes excellent at soaking damage and protecting your Party.



## ABILITY CLARIFICATIONS

-   Spend 2 Gold to reroll a die of any chosen color in your Unlocked Dice Zone. (**Pirate**)
-   Spend 1 Rune to set a die of this color in your Unlocked Dice Zone to any face. (**Corporal, Fire Mage, Khepiax, Vorhild, Necklace of Kurumo**)
-   Spend 1 Rune to remove 1 non-unblockable Light Wound token from an Active Hero. (**Shaman, Charm of Liathan**)
-   Spend 1 Rune to draw 1 Basic Item card. (**Scavenger**)
-   Set a die of this color in your Unlocked Dice Zone to the shown face. (**Paladin, Bladedancer**)
-   Spend 1 Rune to add the shown icon. (**Ward Mage, Spiritist**)
-   Assign 1 Unblockable Light Wound token to one of your Active Heroes to gain 1 Rune. (**Scarifier**)
-   Convert 1 Shield symbol into 2 Shields symbols. (**Defender**)
-   Spend 1 Rune to add a die of this color to your Dice Pool and roll it. (**Pistolier**)
-   Convert one die to any other color. (**Minion Potion, T-Max**)
-   If your Dice Result has one or more blank on any dice of this color, you get 1 mandatory Unblockable Wound. (**Doomies**)
-    If your Dice Result has a 2 Swords face, you get one Shield symbol in addition. (**Duelist**)
-    Set any one blank or 1 Sword face from one of your red dice to the 2 Swords face. (**Akimo**)
-    If your Dice Result has a Wand symbol, you can swap it to a Sword or a Shield symbol. (**Corjof**)
-   Assign 1 Unblockable Light Wound token to one of your Active Heroes to add a die of any chosen color to your Dice Pool and roll it. (**Yami**)
-    If your Dice Result has a 2 Swords or a 2 Shields face, you can set a die of any chosen color in your Unlocked Dice Zone to any face. (**Zacoal**)