


DWARF EMBERFORGE



RULEBOOK

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2-4 

12+ 

40' 

Welcome to Dwarf Emberforge! Will you take on the role of an apprentice to the legendary Forge Master to prove your skill? Or will you let your rivals claim glory at the anvil? Your mission is to gather materials, forge powerful weapons, use their special powers, and complete commissions to become the next Forge Master.

GAMEPLAY AND OBJECTIVE

The game is played over a series of Rounds, divided into placement and activation phases. On your turn, you will strategically place your Embers to block zones, gather resources, craft legendary weapons, activate runic magic, or complete commissions.

Win the game by achieving one of the two following victory conditions:

- **Forge Mastery:** Forge 5 weapons from different collections (colors).
- **Guild Prestige:** Complete 3 Commission tokens.

COMPONENTS

Main Board



x1

Weapon Cards



x57

Ember Tokens



x12

Material Tokens



x75

Completed
Commission Tokens



x11

Overheat
and Cooldown Tokens



x3

Forgemaster Token



x1

SETUP



- 1 Board:** Place the main board in the center of the table.
- 2 Materials:** Organize the material tokens near the Ignar zone to create a general supply.



Iron

Bronze

Crystal

Scale

Mithril

- 3 Weapon Deck:** Shuffle all cards to form a draw pile and place it face down near the Gildar zone.
- 4 Commissions Zone:** Reveal 3 weapon cards from the deck and place them face up. These are the initial commissions. (If duplicate collections appear, replace them).

- 5 Initial Resources:** The game is for 2 to 4 players. Each player chooses a color and receives:
 - ★ 3 Embers of the same color.
 - ★ 3 Weapon cards from the draw pile.
 - ★ 1 Iron token and 1 Copper token. Return unused colored Embers to the box; they will not be used in the game.

- 6 Start Player:** Give the Forgemaster Token to the oldest player.

ROUND STRUCTURE

A round is divided into 2 main Phases:

A. Ember Placement

In turn order, starting with the Start Player, each player places their Embers on the board zones of their choice (Ignar, Durgaz, Runarium, or Gildar).

Example: The Start Player (Red) places 2 Embers in the Runarium and 1 in Gildar. The turn passes to the player on their left (Blue), who decides to place 2 Embers in Ignar and 1 in Durgaz. The round continues clockwise until all players have placed their Embers.



Note: You are not required to use all your Embers, and you are free to accumulate multiple Embers in a single zone.

The Overheat

At the end of the Placement Phase (before activating anything), the Start Player must check the stability of each zone.

If a zone contains more Embers than the number of players and does not have a Cooldown token:

- ★ Immediately place an Overheat Token on the zone.
- ★ **TOTAL LOCKDOWN:** The zone collapses. No player may activate this zone's action during the next phase.



Example: In a 4-player game, there are 5 Embers in the Runarium. Since 5 is greater than 4, the zone Overheats and becomes locked.

B. Zone Activation

Once potential overheats are resolved and in turn order, each player activates their zones one by one. Choose a zone, resolve the effect of all your Embers there, and then proceed to the next zone.

Note: You must fully complete a zone before switching to another. You cannot return to activate a zone you have already resolved this round.

ZONE EFFECTS

The board consists of four zones, each serving a specific purpose for your strategy:

1. IGNAR (Resource Management)

Obtain materials by recycling cards from your hand.

- ★ **Discard:** Choose any number of cards from your hand and place them face up in the discard pile. The materials listed in the cost of these cards form your available offer for this turn.
- ★ **Gather:** From that offer, take a number of material tokens from the supply equal to the number of Embers you placed in this zone.

Note: You may combine materials from different cards, but you can never take more tokens than the number of Embers you placed. Generated materials that you cannot gather are discarded.



Example: You discard two cards with a total value of 6 materials, but since you only have 2 Embers, you can only choose 2 materials. The active player chooses 1 Mithril and 1 Scale. The rest of the materials are returned to the supply.

Note: Your storage capacity is finite. You may hold a maximum of 3 resources of the same type. If you exceed this limit, you must immediately return the excess to the general supply.

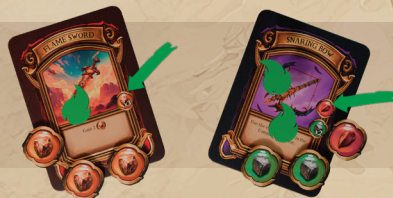
2. DURGAZ (Play Cards to Your Area)

Here you convert materials into forged weapons using the heat of the Embers.

- ★ **Select:** Choose the weapon cards from your hand that you wish to create.
- ★ **Assign Embers:** Assign 1 Ember for each different type of material you want to pay this turn.
- ★ **Forge:** You have two ways to proceed:
 - Instant Forge:** If you have all the resources, pay the full cost to the supply and place the card upright in your play area. The weapon is complete.
 - Phased Forging:** If you lack materials, place the card horizontally face up in your play area. Pay the materials you have available and place the tokens on the card.

Note: In future turns, you may assign new Embers to Durgaz to pay the remaining materials. When the card holds all required materials, return the tokens to the supply and turn the card upright.

- ★ **Complete:** Only upright cards are considered forged weapons and count for the Runarium and Commissions.



Example: A weapon requiring only Copper requires 1 Ember in Durgaz. A weapon requiring Iron and Scale requires 2 Embers in Durgaz.

3. RUNARIUM (Special Abilities)

Harness the magic of your weapons, whether they are finished creations or blueprints in your hand.

- ★ **Choose:** For each Ember assigned to the Runarium, choose one of the following options:
 - A. **Forged Power:** Select one forged weapon (upright) in your play area and resolve its effect.
 - B. **Ephemeral Magic:** Discard a weapon card from your hand to the discard pile to activate its special ability.

Example: Activating the Moon Staff ability requires 1 Ember in the Runarium.



Note: You may activate the same forged weapon multiple times (by assigning multiple Embers), but hand cards are single-use: they are discarded upon activation and do not remain in play.

4. GILDAR (Draw Cards and Complete Commissions)

The trade hub where you acquire new blueprints and sell your masterpieces.

For each Ember you have placed in this zone, choose and resolve one of the following options (you may combine different options or repeat the same one):

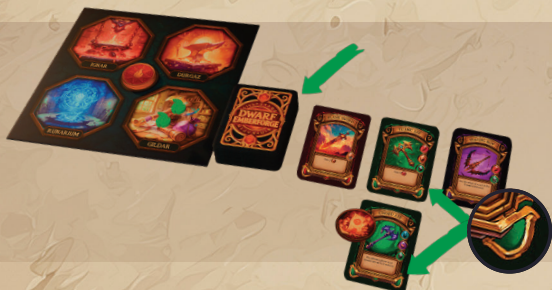
- ★ **Option A: Draw a Weapon Card**
Take the top card of the Weapon Deck and add it to your hand.

Note: No Limits! You are a greedy dwarf. There is no maximum hand limit.

- ★ **Option B: Complete a Commission**
Satisfy the Guild's demand by delivering one of your creations. To choose this option, you must have a forged weapon that matches the collection (color) of one of the visible commission cards.

1. **Discard:** Return the matching forged weapon from your play area to the box.
2. **Receive:** Take 1 Completed Commission Token and 2 material tokens of your choice from the general supply.
3. **Replace:** Remove the fulfilled commission card and immediately reveal a new one from the deck to refill the slot.

Note: There can never be two visible commission cards from the same collection. If a newly revealed card matches one already present, discard it and keep drawing until they are different.



Example: With 2 Embers, you can perform different actions: draw a card and complete a commission.

Collections are identified by the frame color and the bottom gem. All cards of the same weapon type share a color (e.g., Axes = Green).

END OF THE ROUND

Before starting a new round, perform the following maintenance phase:

1. **Check Temperature:** The Start Player updates the status of each zone on the board, applying one of these two options:

- ★ **If there is an Overheat Token:** Flip it to its Cooldown side. The zone unlocks and will have no Ember limit in the next round.

Example: The Runarium ended the round Overheated. The token is now flipped to the Cooldown side (blue). Thanks to this, in the new round players may place Embers in the Runarium without limit.



- ★ **If there is a Cooldown Token:** Remove it from the board. The zone returns to functioning with its normal rules.

2. **Recovery:**

- ★ **New Leader:** The Start Player passes the Forgemaster Token to the player on their left.
- ★ All players retrieve their Embers.



END OF THE GAME

The game ends immediately the moment a player fulfills one of the victory conditions during their turn:

- ★ **Forge Mastery**

If you manage to forge 5 weapons from different collections (colors), you demonstrate unmatched versatility and win the game.

- ★ **Guild Prestige**

If you manage to accumulate 3 Commission tokens, the Guild recognizes you as the new Master and you win the game.

The game ends instantly: the current round is not completed, and other players do not get an extra turn.

CREDITS

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