



DICEBORN HEROES





In the kingdom of Dievalice there are tales of legendary heroes who were said to have possessed the power to rid the realm of the corruption that filled its lands by defeating the monsters that had spawned all over the Kingdom. These "Diceborn" heroes had the ability to draw power from enchanted crystals to perform amazing feats of strength and magic. Is there any truth to these legends? Or were they merely fantasies? Turn back the pages and relive their story.

Diceborn Heroes is a 1-4 player fantasy dice game inspired by old school JRPGs. Players control a party of heroes who must band together to gain strength and defeat the evils that plague the fair lands of Dievalice. After each quest, heroes will have a chance to level up and learn new skills, giving them more abilities and dice to use in the upcoming battles. Diceborn Heroes uses Quest packs for each play through. Each Quest pack is comprised of Quest cards numbered 1, 2 and 3 on the backs; as well as Attack cards and Item cards that can be earned as you play. You can always tell which cards belong to which Quest pack by looking at the top corner symbol of the quest and Attack cards. Example:   ANCIENT CHURCH

These Quest packs can be replayed by returning all cards with the matching symbol after you have completed your game back to the pack. For your first time we recommend learning the combat and gameplay without using the quest packs.

Box includes: 1 Game mat

44 Class cards (63mmX88mm) (22 classes)

41 Monster cards (44mmX67mm) (Levels 1, 2, 3)

18 Item Cards / 4 Reference Cards

16 Bounty cards / 16 Monster Attack Cards

26 six sided dice (10 Green, 8 Red, 8 Blue)

1 sheet of Tokens (Shield, Wound, Poison/Stun, KO/Undead)

8 Sealed Quest packs containing:

8 Large Boss cards (70mmX120mm)

24 Large Quest Cards (701mmX120mm)

15 Relic cards (44mmX67mm)

17 Starred Attack cards (44mmX37mm)

16 Boss Battle cards (44mmX67mm)



Game Setup:

1. BOUNTY CARDS

- ❖ Players draw 2 bounty cards and each choose 1 to keep. (Keep both in a Solo game and assign each to a hero)

2. HERO SELECTION

Each player selects from the four LVL1 classes of heroes: Fighter, Thief, Mage, and Priest. Players can choose to control duplicate hero classes if desired.

- ❖ 2-4 Player Game - Each player chooses 1 Hero
 - ❖ Solo Game - Player chooses 2 Heroes
 - ❖ Expert 2 player Game - Each player chooses 2 heroes
- ### 3. STARTING DICE
- ❖ Each player starts with 2 green dice as shown in the top left of your hero card.
- ### 4. HERO TOKEN
- ❖ Each Hero in the party receives 1 Hero Token OR 2 Hero Tokens if playing with only 2 heroes.

5. SET UP CARDS & TOKENS

- ❖ Set up game board place card decks and game tokens within reach.
- ❖ Shuffle the Attack cards to make up the attack deck, Shuffle the Item cards to make the Item Deck, then shuffle each numbered Monster deck (deck I, II, III).

6. SELECT A QUEST PACK

- ❖ Select one of the Quest packs to play. Open it and put the quest cards in numbered order. Leave any Relics or Attack Cards face up to the side as quests will refer to them.

***For your first play through, skip the Quest phase, do not use a Quest pack. Instead, reveal a monster from the Monster I deck for each hero in play, then proceed to the "Combat phase".**

Tips for first play:

- Take time and discuss your options with team mates.
- Don't always go for the higher dice value options. Sometimes low values may keep you from taking damage.

Phases of play

Diceborn Heroes is divided up into 3 different phases.

- ❖ Quest phase
- ❖ Combat phase
- ❖ Town Phase

Quest Phase

- ❖ Reveal the next Quest Card in the deck.
- ❖ Follow the setup shown on the card
- ❖ Reveal 1 monster for each hero from the corresponding monster deck unless instructed otherwise by setup. (Quest 1 will use monsters from the deck marked with a "I", etc.).

Some quests will confront the heroes with special enemies, a special event, or an ally that the heroes have to protect. Also there is a quest action slot that heroes can lock dice onto for additional rewards at the end of the quest. A quest ends when all enemies are defeated.

QUEST CARDS



1) QUEST PACK SYMBOL

Each quest has a symbol at the top left of the card. When all monsters are defeated, the next quest will be the card with this symbol in the quest deck in sequential order.

2) QUEST SETUP

Quest setup will say what conditions are in play for the quest.

3) QUEST ACTION / END OF QUEST CONDITIONS

A hero may choose to lock a die to this card when assigning dice instead of assigning it to their hero card. Locked dice remain on this quest card until the end of the quest. Once all enemies have been defeated refer to this box for End of Quest effects before proceeding to the Town Phase.

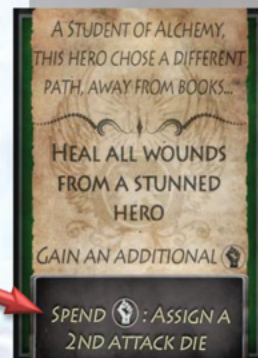
4) QUEST EFFECT / ALLY / ENEMY

The right side of the card will show either an ally/enemy/ or effect that is in play for this quest. Allies need to be kept safe and have hit points shown (See Allies page 9). Enemies need to be defeated they have hit points shown and count as Spoils at the end of a quest (See Spoils page 7). Effects will sometimes also receive attack cards if specified. They will act just like an enemy for targeting and turn order but have no health.

BOUNTY CARDS

Bounty Cards are chosen at the start of the game and are an additional challenge for the hero to complete during the main story line.

When the condition on the card is completed, that hero gains an additional hero token and ability they can spend/exhaust a token for. You collect the Hero token immediately as soon as the condition is achieved. Tuck the bounty card behind your hero card below the hero image as a reminder of your acquired additional ability.



- The term attack card and ATK card are used interchangeably on cards.
- Discard piles for Monster cards and Item cards are made just beside the corresponding monster decks and the Item deck.

HERO CARDS



- 1) **HERO HEALTH POINTS (HP)**
Once a hero has wounds equal to the HP value the hero is **KNOCKED OUT (KO'd)**.
- 2) **HERO DICE**
At the start of each quest, a player's starting hero dice is the number & color of dice shown here on heroes they control.
- 3) **HERO TOKEN ABILITY**
Each class has a different ability shown here that can be used once per quest either when assigning dice or between attacks.
- 4) **DICE SLOT / ACTION**
A player can assign one die to any of these slots to perform actions shown to the right. The assigned die must be the same color and equal or greater value of that slot.
- 5) **PASSIVE**
Icons in red boxes are considered passive abilities. These trigger whenever the hero is targeted by an enemy while a die has been assigned to this slot.

MONSTER CARDS



- 6) **ENEMY HEALTH POINTS (HP)**
When a monster receives wounds equal to its HP it's defeated. Add this card to your Spoils pile. (Spoils explained later)
- 7) **MONSTER TYPE**
Monsters have different types that will affect various attacks or bounties.
- 8) **CARD REWARD**
When it is defeated add a number of attack cards from the top of the discard pile to the bottom of the Attack Deck equal to this value. (Further explained later)
- 9) **MONSTER ATTACK**
Assign this effect to the target of the enemy attack, placing wounds or status conditions as indicated. (Targeting explained later)
- 10) **COUNTER ATTACK / PASSIVE**
Whenever this monster is a target of an attack, the attacker suffers wounds equal to this number.

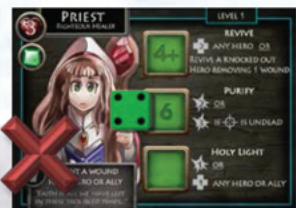
Combat Phase

Each combat phase is a series of combat rounds. The combat phase ends at the end of the round when all monsters are defeated or all heroes are KO'd.

Combat Round

- 1.) Players roll their pool of dice and assign 1 die to an Action die slot. Follow these rules:
 - ❖ Die color must always match the slot. (grey slots can be assigned any color dice)
 - ❖ Die value must match or exceed the slot value
 - ❖ Blank slots can hold any die of the same color

The activated slot represents the action the hero will perform during this combat round. Higher level classes have red and blue die slots as well as the standard green slots.



- 2.) Reveal an attack card for each monster from the attack deck. The colors of the cards are only pertinent in boss battles. The numbers on these cards and your assigned hero die represent the order the actions are resolved.



- 3.) Resolve all attacks from lowest to highest value. The order of attack when the values are tied is decided by player choice. Attack cards without numbers resolve first, even when the assigned target is stunned.

- a. **RESOLVING A HERO ATTACK:** choose one or multiple targets based on the hero's selected die action and apply its effects. Some abilities, such as Evade and Counter, include passive abilities outlined with a red background. These abilities are active as long as a die is assigned to them. After the attack is resolved, leave the assigned die on the hero card until the end of the Combat Round.
 - b. **RESOLVING A MONSTER ATTACK:** Monsters target one or more heroes based on the MONSTER ATTACK shown at the bottom of the card and apply its effects. The monster will target a hero whose hero die value match or exceed their attack card value, looking for the closest value to their attack card and up. If they do not find a target, they do not resolve their attack. Target ties are decided by player choice. Attack cards are then immediately discarded when resolved.
 - c. Attacks can add wound tokens or status tokens to a target. Once a target has wounds equal to the HP value they are KO'd. If a hero or monster is KO'd before their attack, then that attack does not occur nor will any of its counterattacks.
- 4.) If there are still undefeated monsters in play, then players will gather all their dice, except those that are locked or captured, and start a new combat round. Otherwise, if all enemies are defeated, collect any end of quest rewards and continue to the Town Phase.

KO'd: If a hero is KO'd, discard the top card of the Attack deck if able. A KO'd hero cannot perform Hero actions, assign dice, or use items. KO'd heroes roll as normal each combat round. If the KO'd hero rolls doubles (2 of the same number), that hero is revived. They remove a wound, leaving 1 HP remaining and are free to assign a die they just rolled. If all heroes are KO'd players lose the game.



Example:

In this scenario the 2 value attack card (Shoo) goes first as it is the lowest. The Shoo will target one of the two heroes with 4s assigned as they are the closest to its attack card value. The player can decide which of the two heroes is hit. The player chooses the Fighter which triggers its counter ability to wound the attacking Shoo.

Then the 3 on the Sahaugin is next, as its attack hits two targets it will look for the closest targets to its value. The heroes with 4s assigned each suffer a wound, triggering the fighter's counter a second time on the Sahaugin. The 4s are next; the player decides which of the heroes that have 4s assigned resolves first. He chooses the Mage to fire a fireball attack and selects any two targets.

In this case, he chooses the Ghost and the Sahaugin. Some monsters also have COUNTER abilities. The Ghost COUNTERS and wounds the mage.

The Fighter resolves their Counter and adds a shield token when the 4 activates, which will block a subsequent wound, and then the Thief resolves their Hidden Blade attack placing a wound on the Sahaugin. Since the Sahaugin has 3 wounds, it is defeated and the Thief collects the card as Spoils.

Lastly the 6 on the Ghost would try to resolve but because there are no valid targets, it does not perform its attack this round. After each enemy attack the attack cards are discarded. Hero dice gathered up and re-rolled at the end of the combat round.

Spoils and Card Rewards

When a monster is defeated, it goes into the Spoils pile of the hero that last targeted it. Then add attack cards from the top of the discard pile to the bottom of the attack deck based on the reward value. A hero's Spoils pile is kept aside to be used to buy items later. Quest special monsters do not get added to Spoils.

- ❖ If multiple attack cards are added, they are flipped over in order.
- ❖ If the defeated target had an unresolved attack card, the card is discarded first.
- ❖ If the discard pile is empty then reward cards don't get added.



Attack Deck & Discard

The attack deck also works as a timer. By defeating monsters, you add cards to the bottom of this deck equal to the monster card reward values.

If there is not enough attack cards for the combat round. Deal them to enemies from left to right. Enemies without a card are considered to have a "1+" value. If at the end of that combat round there is still no attack cards in the attack deck pile from defeating enemies, the heroes lose the game.



Hero Tokens

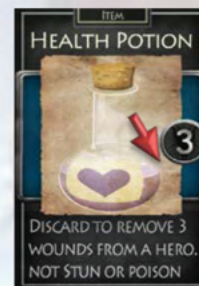
Hero Tokens are 2 sided, refreshed or exhausted. They can be spent as a free action to either reroll any dice before assigning them or to perform the Hero Ability shown on their Hero card. Spent Hero Tokens are flipped over to their exhausted side, they will all refresh going into the Town Phase. Hero Token abilities can be used either when assigning dice or in between resolving each attack, when indicated.



Town Phase

Heroes now have an opportunity to Rest, Buy items, and Level up before the next quest. They can also exchange Spoils and Items if they require at this time. They may do the following in any order.

- 1.) All hero tokens are refreshed, dice are returned to the supply and status tokens are cleared (Poison, Stun, and Shields) at the start of the town phase.
- 2.) Heroes may Rest to fully heal their wounds. Each hero that chooses to Rest discards one card off the top of the attack deck as a cost. These heroes fully heal and are revived if previously KO'd. Otherwise wounds remain into the next quest.
- 3.) Reveal 3 cards from the Item deck. Heroes may purchase these items with their collected Spoils cards. The cost on the right is the number of Spoils cards (defeated monsters) the players need to discard to buy the item. Players can combine their Spoils to buy more items, but the item must go to one hero.



Item cards are "one time use" cards you can discard for their effect. Quests will also provide Relics that you can use by assigning dice instead of discarding (see page 9). Any items not purchased are discarded. Unused Spoils cards are kept for use next round.

Example: The healing potion requires players to spend 3 Spoils (monster cards) to purchase.

- 4.) All heroes get to Level up by either changing their class or by keeping the same class and selecting a new ability. Players flip over their hero card, to see what class options they have in leveling up.

Level up (first time)

OPTION #1 - CHANGE CLASS

On the back of the hero's card, there are two class options and two die slot abilities. The player will choose one of the two dice slot abilities and orient so that the chosen ability is at the top. Then look at the class options available and choose one of them (discard the other). Cover up the old hero card with the new class, leaving the chosen ability visible at the top.



OPTION #2 - SAME CLASS - NEW ABILITIES

Instead of changing classes, a hero can select a new ability. On the back of the hero card find the 2 optional class cards. Flip the two optional class cards that were shown over and choose one of the four abilities on the back of these cards. (Discard the other card)

Place it under your current hero card, leaving the chosen ability visible at the top. This ability will remain with you as you level up for the rest of the game.

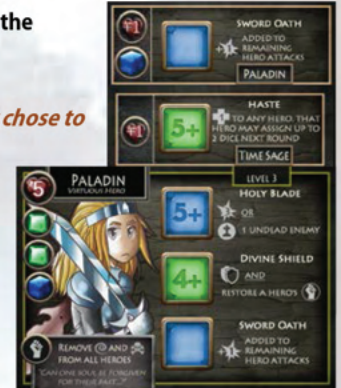


Level up (second time)

When the heroes gain their final level after the 2nd quest, they again are faced with the same two options. They can change to a Level 3 Class, or add a Level 3 Ability from the next 2 optional classes. All prior abilities stay in place.

The level 3 heroes are shown on the back of their level 2 hero card.

Example: In this case, the player chose to level up to a Paladin. Then there's the example below where the player chose to remain a Priest but gain the abilities of the Time Sage and Paladin, along with additional dice and additional HP shown.



ADDITIONAL DICE AND HEALTH

On the back of level 2 and 3 hero cards, the dice slot ability may be accompanied by additional health or dice for your pool.

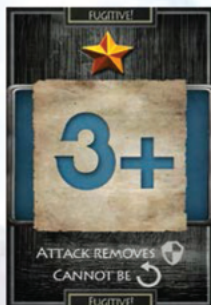
RELICS

Some quests will provide Items as rewards for completing certain conditions. A hero can assign an additional die from their dice pool to a Relic they are holding for an additional effect. You may still assign a die to that hero. Assigned dice to these relics cannot be targeted and return to the player at the end of the combat round.



STARRED ATTACK CARDS

Some quests will shuffle additional starred cards into your attack deck. These cards have added effects to the attack. They represent lasting consequences of the choices made during quests. Cards without values have their abilities triggered prior to any other attack. Since there isn't a value the enemy does not attack this round.



ALLIES

There are 2 types of allies that may show up:

- ❖ Allies from quests that come with assigned dice. (Ex. Villagers)
- ❖ Allies summoned by heroes to help that may or may not require dice.



All cards are not considered Heroes for abilities but they are targets that enemies can attack. If an ally suffers damage equal to their HP they are KO'd. Silverfang is a special ally that attaches to an enemy and provides protection and damage. It will return to its owner when the enemy is defeated.



A New Quest

Once the heroes have upgraded their characters they collect their Hero Dice shown on their hero card and move on to the next Quest phase followed by Combat and Town Phase. Eventually they will head into the 3rd and final quest.



The third Quest will provide an additional challenge to deal with in addition to the monsters. It will also shuffle in a boss specific attack card into the attack deck at the start of the quest.

This Quest takes place in a 2 part Combat round. First you must defeat the Level III Monsters with the Level 3 Quest card in play, then the Quest card is discarded and the final boss is revealed.



This card has 2 conditions that are in play for the Combat Phase. A hero may lock a die on the corresponding spots to turn off the condition next to it. When all the monsters are defeated return the locked dice to their owners resolving any conditions not prevented. Then reveal the Final boss specified replacing this quest card with it.

The final boss will test the heroes merit as they do not have an opportunity to rest or refresh their Hero tokens before entering this battle. This is still considered part of the same quest for card abilities.

Final Boss Battle

Follow any setup on the boss card before starting the next combat round. Some bosses will bring out additional monsters or add allies for the heroes to protect.



Reveal when all enemies are defeated

- 1) **Boss Health:** When the boss receives wounds equal to this number it is immediately defeated.
- 2) **Boss Attacks:** The Boss may have multiple attacks it could perform. Depending on the color of the attack card it receives it will choose the corresponding colored attack. The target and speed are still determined by the value. It is possible for a boss to perform the same attack multiple times.
- 3) **Boss Conditions:** Boss condition bar shows how many attack cards the boss receives and any immunities it may have.
- 4) **Boss Side:** Some bosses have 2 sides. The front of the card has a 1 and indicates the first battle. The back side has a 2 and indicates the second battle. For these bosses you have to KO both sides before the boss is truly defeated. 2 Sided bosses may have Attack card rewards between forms.

End of Game

If the Heroes manage to defeat the boss they win the scenario together. Their deeds will be added to the Hall of Heroes.

The Next Fable...

The story does not have to end there. Optionally, the players can now add their acquired Relics to the Item deck, and keep any accrued Starred attack cards in the attack deck. Shuffle all the discards in as well. All completed Quests & Bosses as well as any Relics and Attack cards not collected are kept separate and players continue on a new Quest line.

The next time you play you can start a new Quest line with a new generation of Heroes. Start as normal by selecting a level 1 hero class and a new quest line, with the added cards in each deck. If you defeat this Boss you can keep playing the story with the choices from previous games adding more cards to each deck.

If your party all gets knocked out then the star count in the Attack deck and Item deck is your final campaign score. When this happens you can reset the Item and Attack deck to try to play through quests again. Can you free the Kingdom of Dievalice from the grips of despair? Can you survive the journey and become a true Hero?

Family Mode

For a simpler experience you may leave out the quest packs and skip the quest phase during the game. Each player selects a starting Hero and reveals a monster of the same level for each hero playing. After all enemies are defeated, Heroes continue to the town phase as normal. Afterwards reveal the next level enemies. Once Heroes have defeated Level III enemies, the Heroes have won the game!



Glossary



DAMAGE: Place wound tokens on a target equal to the value in the center of the symbol.



EVADE: Evade is a passive ability that is active when a die is assigned to the ability regardless of the value of that die. The next time this hero is targeted for an attack that attack misses. This only prevents 1 attack in a round. For enemies the ability evades the first hero attack each round.



POISON: Place a Poison token. A hero or monster that is poisoned will suffer 1 wound at the end of the combat round. The Poison token itself does not count as a wound but remains between rounds and will continue to add wounds until it has been healed or the hero or monster has been KO'd. If a target would suffer another Poison place a wound instead. Remove Poison when defeated.



STUN: Place a Stun token. A Hero or Monster that is Stunned will resolve their attack after all other attacks have resolved. If multiple targets are Stunned they resolve in order. Passive abilities like Counter will not resolve for any subsequent attacks while Stunned. Stunned condition remains until it has been healed, you cannot gain additional Stun tokens. Remove Stun when defeated.



HERO TOKEN: Symbol referring to Hero Tokens. The tokens may be used to reroll any number of dice before assigning or for Hero Abilities on Hero cards marked with this symbol. Hero Token abilities can be used either when assigning dice or in between resolving each attack.



HEAL: Remove a wound, Stun, or Poison token from the activated hero or monster for each point of healing shown in the symbol. Some effects specify that other targets or multiple targets can be healed.



BLOCK: Place a Block token on this hero or monster. Block tokens prevent the next damage that hero or monster would receive, then are discarded. It does not prevent conditions like Poison or Stun. You can have up to 2 Block tokens on a hero or monster. Attacks that say "removes s" do so before damage is assigned.



GUARD: Place a Block token on this hero/monster AND all other heroes/monsters that are allies. See Block for details.



COUNTER: Counter is a passive ability that is active when a die is assigned to the ability regardless of the value of that die. Any enemy that targets this hero with an attack suffers wounds equal to the number in the symbol. For enemies that ability is always active, heroes attacking countering enemies suffer wounds in the same way. Counter attacks do not trigger if KO'd by the attack or from other Counter attacks.



CAPTURE DIE: Place an assigned die from targeted Hero onto this monster card. Any unresolved attacks for that die are lost. The die remains on the monster until it is defeated, at which point the die is returned to its owner. Heroes who use Capture can return a stolen dice from a monster to its owner.

Optional: For an easier experience, enemies do not resolve the capture portion of the attack if they have a captured die already.



KNOCKED OUT (KO'd): KO a target; often under specific conditions. A KO'd monster is considered defeated and added to the hero's Spoils pile. If a Hero is KO'd, the top card of the Attack deck is discarded. KO'd Heroes remove all status conditions and assigned dice, they cannot gain status conditions such as BLOCK or POISON or have dice assigned to them.

Terminology

Assigned die: A die that is placed on a die slot on a hero card.

Die pool: Unassigned dice in a player's control, these dice are rolled at the start of each combat round.

Draw an item: Gain the top card of the item deck.

Encountered/surviving Heroes: non KO'd heroes are considered surviving; all Heroes playing have been encountered.

Equal to Half: When wounds or HP is set to "half" and there is an odd number, always round the number down. (Example: When the value is Odd, damaging half the remaining health of a target deals less wounds. Summoning a monster with half health, has less health)

HP (Health Points): # of wounds required to KO a hero or monster

"Locked die": Effect happens if the Quest die slot has a locked die.

"No Locked die": Effect happens if the Quest die slot is not locked.

Revive: remove wounds from a knocked out hero so that the hero has 1 HP left. That hero can perform actions next combat round.

Remove from play: Dice removed from play are not collected for the remainder of the quest until the next quest or Boss.

Return assigned die: return an assigned die from the target to their available die pool to use next combat round.

Suffer: Attacker gains wounds equal to the amount shown.

Spoils/ Spoils pile: Defeated monster cards. They are gained by the hero who last targeted the monster and placed face up in a pile beside them.

Summon: Select one monster in that player's Spoils pile. Add it as an ALLY card with half health that can be targeted. That hero can assign any die to that card to use its ability instead of assigning to the hero. Limit one summon per Summoner. Defeated summoned monsters are discarded. If the Summoner is defeated discard the summoned monster at the end of the combat round.

F.A.Q.

Can I choose to not assign a die to a hero for fear of being KO'd?

Yes. In a party of heroes, at least 1 hero has to assign a die but the others may opt out of doing an action each combat round.

Can I choose not to resolve an attack for fear of Counter?

Yes. You can opt to not select 1 or multiple targets for an attack.

If I have 1 HP remaining and am poisoned when I defeat the final monster do I suffer the poison damage and get KO'd before the quest is successful?

No. You check to see if the quest is successful either before or after poison is checked. In the unlikely event that all heroes and monsters are knocked out simultaneously the heroes have failed.

If a monster has no target and its attack has other effects do those effects still resolve?

No. Other than passive abilities no other part of an attack resolves without a valid target including removing wounds.

If my Summoner is knocked out do I still get to control the summoned monster to help?

No. You will still resolve its attack as normal. Then starting next round you will discard the summoned monster.

Can you exchange Spoils/Items with other players?

During the Town Phase you can exchange any number of items and Spoils with other players pooling resources if required. You cannot exchange during combat.

If I defeat an enemy adding ATK cards into the deck when there is no deck remaining do I lose at the end of the round?

No. The cards added will be the next cards revealed. If there is 1 card then it will be the next card.

Campaign Achievements

End of campaign points. Gain additional campaign points for meeting any of these achievements in your campaign.

- ★ *Heroes of Light* – Compose a team consisting of a Knight, A Priest, a Ninja and a Mage
- ★ *Antlions are quite tame...* - Defeat an Antlion without it getting to attack a target.
- ★ *You Spooky Bard!* – A Bard plays 4 different songs in a Quest.
- ★ *Not the most sophisticated of methods...*- Deal over 5 more wounds to a monster than its remaining HP.
- ★ *Son of a submariner!* – Defeat Gnash the champ with his own attack!
- ★ *My life is a chip in your pile. Ante up!* – Have a Gambler roll a Fate Die attack with 3 – 6's as a result!
- ★ *Don't tease the Octopus, kids* – When fighting Levanthys defeat him while a pincer arm remains in play.
- ★ *What's my number?* – Have 1 hero remaining after the final Boss
- ★ *Super-Duper-Mega-Bummer!*- All heroes have a captured die.
- ★ *I never miss my target!*- Roll a 6 when doing a pummel with a monk.
- ★ *Sir Rustalot!*- Have a Knight get attacked by 3 different monsters in one combat round.
- ★ *Being dead has its advantages...*- Get KO'd and revived twice in a quest.
- ★ *When you got the ball, you gotta score!*- Defeat 3 or more enemies with 1 attack.
- ★ *Man cannot live by resolve alone, Princess!*- Have Princess Sona not be the target of an attack during Palace Square Quest.
- ★ *A target's a target* – Hit 5 or more targets with one attack
- ★ *Maintain your composure...Contain your mainposure..* – All heroes have 1 remaining HP
- ★ *Re... Reflect!..* – Have Lady Whyte be defeated by a Counter attack at Whyte Manor.

Adventure Mode

After a few plays feel free to mix and match the Quest cards to create your own stories. Create a deck of Quest cards for each level. When going to the quest phase draw a random quest of the appropriate level and use the setup as normal. Any required Relics or attack cards are also added as indicated. Some of our favorites to try are here:

World divided - Thieves Den, Colosseum, Throne Room

Heroes Vs 1 - Anchor Bridge, On the St. Lesalle, RuneTech Factory

Keep the people safe - Town Inn, Palace Square, Darkened Peak

Perilous shadows - Haunted Forest, Murky Swamp, Dragon's Altar

Best with 2 Heroes - Wildland jungle, Castle Prison, In the Whirlpool

Share your own Adventures with us on Twitter and Facebook!

Boss Arena

After you have challenged a few quests you might want to try the Boss Arena Mode. In Boss Arena you start the battle with a level 3 Hero. Find the Boss Arena Quest card and select a random boss you have already faced and add them to the battle. If you have defeated the boss you can add abilities from a level 2 class to your hero before facing a 2nd boss battle. Repeat this for a 3rd battle. If you can defeat 3 bosses, you win the arena challenge!



Hero Class Tree





ARCANIST

ENCHANTED SORCERER
HERO ABILITY:

☉ + ♣ CANNOT BE ♣

THE EARTH, WIND AND ELEMENTS BEND TO THE WILL OF MAGES TRAINED AS ARCANISTS. THEY CAN STUN AND OPEN CHASMS TO FINISH THEIR FOES.

"GIVE UP? HA! THAT WOULD NEVER HAPPEN!"



DRAGOON

SPEARING ASSAILANT
HERO ABILITY:

SHUFFLE THE TOP ATTACK CARD OF THE DISCARD BACK IN THE DECK

WITH GREAT LEAPS AVOIDING HITS THE DRAGOON IMPALES ENEMIES ON THE POINT OF THEIR MAGIC LANCE.

"THIS IS IT! NO TURNING BACK NOW, MY SPEAR WILL STRIKE TRUE!"



ORACLE

NATURE'S WILL
HERO ABILITY:

LOOK AT THE TOP 4 CARDS OF THE ATK DECK. SWAP A CARD WITH ONE IN PLAY

EMPATHS THAT CAN SEE THE FUTURE AND ANTICIPATE TROUBLES BEFORE THEY HAPPEN. THEY CAN ALSO HEAL ALLIES WITH POWERFUL EARTH MAGIC.

"WE DID IT. GAIA IS SAVED!"



BARD

VIRTUOUS HERO
HERO ABILITY:

PLAY A SONG CARD

A BARD IS A HERO OF MANY SKILLS, AND A MASTER OF THEIR INSTRUMENT, THEIR SONGS ADD MAGIC EFFECTS THAT BOOSTS MORALE OF THEIR COMRADES!

"WHAT FOR DO WE TRAVEL? FOR GOLD WE WILL BATTLE!"



NINJA

STEALTHY ASSASSIN
HERO ABILITY:

SET THE VALUE OF AN ASSIGNED OR UNASSIGNED DIE

A TRAINED ASSASSIN WHO LURKS IN THE SHADOWS, BY THE TIME THEY ARE SEEN IT IS TOO LATE. NINJA CAN THROW SHURIKEN FOR HEAVY DAMAGE.

...



RANGER

AND THEIR COMPANION
HERO ABILITY:

FLIP SILVERFANG OVER REMOVING ITS WOUNDS

THE RANGER IS A TRACKER WHO USES HIS TRUSTED ANIMAL COMPANION TO TACKLE FOES WHILE THEY SET UP TRAPS.

"LEAVE NO STONE UNTURNED SILVERFANG! I SMELL TROUBLE..."



BERSERKER

RAGING BARBARIAN
HERO ABILITY:

REMOVE ALL ENEMY ♣ S.

THE BERSERKER HAS THE POTENTIAL TO RELEASE A FULL SWING RISKING HIGH DAMAGE AND TAUNTING ENEMIES TO LOWER DEFENSES.

"MY AXE HUNGERS FOR MORE ACTION, TRY AND TEST ME!"



PAINTER

ARTISTIC JINX
HERO ABILITY:

GAIN A SPOILS CARD FROM A MONSTER DECK

THE PAINTER SKETCHES COPIES OF DEFEATED MONSTERS FOR BIG ATTACKS. THEIR DAMAGE BASED ON THE COLOR OF DIE THEY USE.

"MY MY, AREN'T YOU A BIG UGGO! LET ME PAINT YOU!"



SAMURAI

RUNIC FENCER
HERO ABILITY:

GAIN 2 ♣ TOKENS

MASTER OF DRAWING OUT SPIRITS FROM HOLY BLADES THE SAMURAI'S FENCING ABILITY DEALS BACK AS MUCH DAMAGE AS THEY TAKE.

"DEATH IS A FREEDOM, I'M NOT WILLING TO TAKE YE!"



DARK KNIGHT

CORRUPTED CHAMPION
HERO ABILITY:

DEAL ♣ CANNOT BE ♣ IS NOW UNDEAD

A KNIGHT WHO IS ABLE TO PULL THE SOULS FROM THE LIVING, THEY CAST FEAR ON THE BATTLEFIELD.

"HA! I WILL SHOW YOU THE MEANING OF FEAR FOR ALL THE PAIN YOU CAUSED!"



PALADIN

VIRTUOUS HERO
HERO ABILITY:

REMOVE ☉ AND ♣ FROM ALL HEROES

A PALADIN IS A SYMBOL OF VIRTUE IN A TEAM. THEY CAN PROTECT AND GIVE STRENGTH TO ALL THEIR ALLIES.

"CAN ONE SOUL BE FORGIVEN FOR THEIR PAST?"



SUMMONER

SPELLBINDING CONJURER
HERO ABILITY:

TRANSFER ALL SUMMONERS WOUNDS TO AN ALLY.

THE SUMMONER HAS THE POWER TO CALL UPON MAGICAL CREATURES TO AID THEM IN BATTLE. THEIR NEW ALLY TAKES THE CHARGE WHILE THEY CAST SPELLS.

"THE MONSTERS ARE NOT THE PROBLEM, IT'S THE COMPLACENT WORLD I FEAR!"

Credits

About the Designer:

Keith Donaldson is a first time designer and life-long game player, from Calgary, AB. The Diceborn universe was created out of love for Japanese fantasy games and the sweeping story and experiences that came from sitting as close to the TV as possible playing them for hours on end. It wouldn't have been made possible without the help of many friends and supporters along the way. For more games visit our website at www.diceborn.com

About the Artist:

Grace Avery-Parkman is an up and coming digital artist, writer and game designer from Regina, SK, CA. Her brightly colored and evocative art work helped bring the world of Diceborn Heroes to life within the cards. You can see more of her work at :

www.graceaveryparkman.com

Graphic Design by Richard Wright

Enhance your experience with the digital Soundtrack at

www.diceborn.com.

Digital Music by Erik Sirke



Hall of Heroes

Add up the Stars on the cards in your Attack deck and Item deck along w/ any campaign achievement stars and add them as a final score below

Final Score	Heroes names	Bosses defeated

Map of Dievalice



Quick Reference

Quest Phase

- Reveal the next quest, following setup on the card.
- Reveal 1 monster card per hero from the monster deck matching the quest number, unless noted.
- Collect the dice shown on your Hero Cards to form a hero's dice pool.

Combat Phase

- Roll all your dice
- Each hero assigns 1 die to a valid hero die slot.
- Reveal 1 attack card for each monster.
- Resolve attacks from lowest value to highest based on attack cards received & die assigned.
- Defeated enemies are added to your spoils, then add the number of attack cards indicated to the bottom of the attack deck.
- Poison damage then end of round effects.
- (If monsters remain) start combat phase again
- (If all monsters are defeated) Resolve end of quest effects then proceed to Town Phase

Town Phase

- Remove shields, poison, and stun conditions. Refresh Hero tokens and return dice to the supply.
- Each hero may rest to remove all their wounds, each hero that does so discards 1 card from the top of the attack deck.
- Reveal 3 items from the item deck. You may purchase any number of items discarding the required number of Spoils cards.
- Heroes flip their hero cards. Find the hero cards shown on the back. You may do 1 of 2 options:
 - 1) Cover your old Hero class with a new class card.
 - 2) Place a Hero class card face down underneath it.
- Return to Quest Phase

Special Thanks:

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The Legendary Robert Bower

