

Lords of Spell and Stone

Object - To have the most victory points (VP) at the end of the game.

Setup

- Each player chooses a starting color and collects their player mat and player pieces.
- Each player starts with 2 workers.
- Each player starts with 50 gems.
- Each player starts with 3 random herbs from the Scavenge Bag.
- The player most likely to build a castle and cast spells goes first.

Phases of a turn

- Worker Placement
- Worker Resolution
- Grow Herbs
- Check for End of Game
- Advance Turn Marker
- Pass First Player Marker

Worker Placement Phase - Starting with the first player and going clockwise, each player will place one worker at a time on the Worker Board until all workers are placed.

Worker Resolution Phase- Once all workers have been placed, each worker will be resolved and removed back to each player's castle. This is done starting with the first worker in section 1 and continuing section by section until all workers have been resolved (see Resolution Phases)

Grow Herbs – Each herb garden adds one marker (up to its maximum).

Advance Turn Marker – Advance the turn marker by one.

Pass First Player Marker – Pass the first player marker to the next player clockwise. They will start the next turn.

Resolution Phases on the Worker Mat

1) Hire

- a) Worker – A worker placed on one of these spots will gain an extra worker in exchange for the marked number of gems.
- b) Alchemist – Placing a worker on one of these spots will hire an alchemist to cast an alchemist spell from out of your spell hand in exchange for the marked number of gems. The spell will be cast at this time. You will need the appropriate herbs needed to cast that spell.
- c) Caster – Placing a worker on one of these spots to hire a caster to cast a spell that requires a caster from out of your spell hand in exchange for the marked number of gems. The spell will be cast at this time. You will need the appropriate herbs needed to cast that spell.

2) Market

- a) General – Make a purchase of any one shown card in the general store by paying its listed cost or buy any number of stones for 5 gems each. (2 gems can be paid to look at the top card to buy it or place it on the bottom of the deck)
- b) Herbalist – Make a purchase of any one displayed herb in the herbalist shop by paying 5 gems or buy any herb for 10 gems (take herb from the Scavenge Bag).
- c) Black Market – Make a purchase of any one card in the Black Market by paying its listed cost or buy the top card of the pile for 7 gems (this card does not need to be revealed to other players).

3) Training

- a) Fight – Pay the gem cost listed to advance your workforce marker one unit of Fight on that player's board. The Fight skill is used in the Tournament.
- b) Build - Pay the gem cost listed to advance your workforce marker one unit of Build on that player's board. The Build skill is used to build faster.
- c) Negotiate - Pay the gem cost listed to advance the workforce marker one unit of Negotiate on that player's board. When this worker buys items from the Market, their cost is reduced for those items are reduced by the value of their Negotiate.

4) Build

Add one unit of work, per worker, times their Build value. (Example: If you have 3 workers and your work value is 3, you build 9 units of work.) Most buildings have an additional cost of one Stone per unit of work. You must already possess the Stone needed at the time the work is being done.

There are three types of buildings:

- a) Moat – Moats require 10 units of work to dig. Moats do not require any stone. Once a Moat is complete it irrigates your herb gardens adds special benefits: Your extra, (4th) herb garden spot is now available and all herb gardens now can hold one additional herb.
- b) Wall – Walls require 12 units of work to build and a cost of 1 Stone per unit built. Once a Wall is built it provides income for your workers based on their Fight value minus 1. (Example: If you have your wall build and your Fight level is 5, you will gain 4 gems at the end of each turn.)
- c) Tower – Towers require 4 units of work each to build and a cost of 1 Stone per unit built. The cost to use Alchemists and Casters is reduced by the number of Towers you have built.

5) Money

- a) Tournament – The Tournament requires at least 2 workers to attend or the Tournament is cancelled for that turn. Tournament spots will be filled in the order they are placed. When resolving, the worker with the highest Fight will be placed in the first spot, second in the second and so on. If there is a tie in the Fight value, the first one there will take priority. The Tournament provides gems based on the value of where each worker ends.
- b) General Labor – General Labor provides gems based on the value of where the worker was placed.

c) Sell – A worker placed here can sell any number of herbs, or in some cases, items as well. Herbs can come directly from herb gardens or your collection. Herbs sell for 3 gems each.

6) Other

a) Thieves' Guild – Placing a worker here will grant you 18 gems at the expense of 2 VP. Take a -2 VP token. There are only ten tokens available for the duration of the game.

b) Scavenge – For each worker here you may draw one scavenge token from the Scavenge Bag. The Rotted Herbs (black) may be used in a few ways. Two may be traded for one Stone. Four may be traded for any Herb from the Draw Bag. Once any of these scavenged tokens are used, they will be returned to the bag.

c) Alchemist – Placing a worker on one of these spots will hire an alchemist to cast an alchemist spell from out of your spell hand in exchange for the marked number of gems. The spell will be cast at this time. You will need the appropriate herbs needed to cast that spell.

d) Caster – Placing a worker on one of these spots to hire a caster to cast a spell that requires a caster from out of your spell hand in exchange for the marked number of gems. The spell will be cast at this time. You will need the appropriate herbs needed to cast that spell.

End of the Game

The game lasts 16 round (15 in a 3-player game. Once the last round is complete, all VP will be tallied to determine the winner.

- Anyone who built a Moat scores 5 VP
- Anyone who built a Wall scores 5 VP
- Anyone who built only 1 Tower scores 1 VP
- Anyone who built only 2 Towers scores 2 VP
- Anyone who built only 3 Towers scores 5 VP
- Anyone who built all 4 Tower scores 10 VP
- Add up all VP bonuses given by General Store items
- Whoever has the most workers gets 2 VP (1 VP each person tied for highest number)
- The player with the highest total number Fight gets 2 VP (1 VP each person tied for highest number)
- The player with the highest total number Build gets 2 VP (1 VP each person tied for highest number)
- The player with the highest total number Negotiate gets 2 VP (1 VP each person tied for highest number)
- Add up all successfully cast spell's VP

The highest total in VP wins.

In the case of a tie the first tie breaker is the highest number of VP in cast spells, the second is number of gems left at end of game, the third most points built, the fourth is most trained workers, fifth is most workers, sixth is trial by combat using rock paper scissors.