

TOWERS OF LUMETH

3-5 Players

Game Materials

- 5 Player Pawns
- 1 Die
- 10 Pocket Spell Cards
- 5 Final Spell Cards
- 5 Crafting Guides
- 1 Game Board
- 2 Barrier Block Tiles
- Pocket Spell Reference Guide

Win Condition

The first player to craft their final spell and visit the wizard on the inner-center tile within the outer-center tile, will kill the wizard and win the game

Set Up

Each player starts with:

- Crafting Recipe Guide
- Their player tokens on the Lumeth of The Towers (Outer-center) space
- A Final Spell card to **keep secret from the other players**
- One Pocket Spell card
- One Resource Tracking sheet to keep track of what you or other players collect & craft

Youngest player goes first and turn order resolves to the left. Every player will draw a Final Spell card at the same time, memorize their Final Spell, then **return it back face down** to the pile at the same time as the other players.

How to Play

At the beginning of your turn, draw a Pocket Spell card. This will occur before any movement or Pocket Spell usage can take place.

Movement

You move **one** tile every turn by default.

When you move onto a resource tile, gain or roll for a resource unless banished.

When you move onto the Lumeth of the Towers tile (Outer-center) with the necessary resources, you may craft an advanced resource or final spell. You may craft as much as desired on your turn.

Resource Gaining

Players gain basic resources on all areas surrounding the Lumeth of the Towers (Outer-center) tile. Players may not occupy the same space twice in a row and must move to a new tile each turn. Players may occupy the same space at any time.

5 of the areas guarantee a specific resource

4 of the areas have multiple resources that are collected based on a die roll

Crafting

Two of each basic resource are required to craft an advanced resource. Advanced resources can be combined to create your final spell while within the outer-center tile **even if banished**. Advanced resources can be crafted at any time and in any order. You do not need to craft both of your needed advanced resources at once.

Ex: White Death requires **one** Platinum AND **one** Blood Stone. To craft those **two** Advanced Resources, **two of each basic resource** is needed. Platinum requires **two** Silver AND **two** Spider Ichor. Blood Stone requires **two** Silver AND **two** Tannis Root.



Pocket Spell Reference Guide

Pocket Spells are drawn always to start a turn and can be played at specific times. Players can hold up to two Pocket Spells maximum and must discard a newly received one or replace it with one of their held two.

Card Name	Card Use Condition	Card Description
Barrier	End of Your Turn	No player may enter a chosen space until your next turn however they can leave if currently within (Cannot be used on inter-center tile or on a tile already occupied by a barrier).
Teleport	Start of Your Turn	Move to any space that isn't blocked by a barrier (Cannot be the spot you're currently on or the inner-center Towers space).
Banish	When a Player Moves	Return the moving player to the central tile and end their turn without collecting any resources.
Exchange	Any Point of Your Turn	Trade one of your basic resources for any other basic resource.
Collect	When You Move	Gain a second resource from the location you're going to. If a player banishes you, collect only one resource that turn instead of two and return to center tile.

Game Icon Credits:

Barrier Pocket Spell: HeavenlyDog on Game-Icons.net

Teleport Pocket Spell: Lorc on Game-Icons.net

Exchange Pocket Spell: Delapouite on Game-Icons.net

Collect Pocket Spell: Delapouite on Game-Icons.net

Banish Pocket Spell: Lorc on Game-Icons.net