

Mystic Smiths Rules

Overview

In Mystic Smiths, players will take control of a magical blacksmith tasked with crafting weapons for legendary heroes. On your turn, you will roll the 2 Forge Dice (d4) then all players will activate the corresponding part of their forge. If a player rolls an 8, all players will simultaneously activate their entire forge from start to finish, so you must set your forge up for success. Then the current player will take 1 action. *Meditate, Study, Remodel, Work, or Craft*. Play will continue like this until one player has crafted a set number of legendary weapons.

Setup

1. Each player takes a player board and the matching starting forge cards.
2. Each player now sets up their forge using their starting forge cards. *These may be placed on a player's board any way the player chooses.*
3. Shuffle the Legendary Weapons and place a number face up equal to the number of players +1.
4. Shuffle the Upgrade Cards and place one card face up on each space of the Central Forge. *The first space is for the face down deck.*
5. Place the essence, point tokens, and crafting materials within reach of all players.
6. Randomly select a first player and give them the First Player Token.
7. All players will now activate their entire forge from start to finish.

On Your Turn

Roll Forge Dice

Current player rolls both forge dice.

Activate Forges

Each player simultaneously activates the card in their forge on the space with the same number as the Forge Dice roll. *On 8 activate entire forge start to finish.*

Take 1 Action

The 5 possible actions to take on your turn are

- **Meditate**

Take 2 essence from the supply and discard one card from the Central Forge.

- **Study**

Pay the essence cost on a card in the Central Forge and use it to replace a card in your forge.

- **Remodel**

Completely rearrange your forge using cards you own in and out of your forge.

- **Work**

Use the card in the Central Forge on the space with the same number as the Forge Dice roll.

- **Craft**

Pay the materials cost of one of the face up Legendary Weapons and obtain it. *(It will be worth points at the end of the game.)*

CARD ABILITIES

All cards in Mystic Smiths will have a card type, this is depicted as a title on the top as well as a symbol on the top right of the card. If a player **CAN** do the action on the card they **MUST** do the action on the card. For actions with the infinite symbol, players only *HAVE TO* perform it once.

- **Collect**

Take the depicted materials from the supply.

- **Transmute**

Return the resources on the left to collect the resources on the right.

- **Forge**

Return the resources on the left to gain the points on the left. *This may be done an infinite number of times*

- **Steal**

Take the depicted materials from another player. *This action happens AFTER players have gained resources from their forges.*

- **Copy**

Perform the action of another card. *An arrow to the left or right means to copy the card to the left or right. An up arrow with a market symbol means to copy a card from the central forge. An up arrow with a blacksmith means to copy the card of another player in the same space. And a down arrow means to copy any 1 of your own cards.*

- **Swap**

Take the depicted materials from the supply. Then swap the card with another card. *Either in your forge or the Central Forge as depicted.*

- **Ability**

Permanently gain the written ability when this card is added to your forge.

Spending Essence and Materials

Players may spend 2 essence as any 1 resource when paying the cost of crafting or forging an infinite number of times. *You must ALWAYS spend at least 1 Ore when crafting or forging as you can't force a weapon to exist.*

Game End

The game ends after a player has crafted their

5th Legendary Weapon 4 and 5 players

6th Legendary Weapon 2 and 3 players

At which players will complete the current round so that all players have had the same number of turns.

All players now activate their forge start to finish 1 last time.

Players will now count the points from Legendary Weapons as well as point tokens.

The player with the most points wins!

Tiebreakers:

1. Most Essence
2. Most Ore
3. All other materials

If there is still a tie, tied players share the victory.