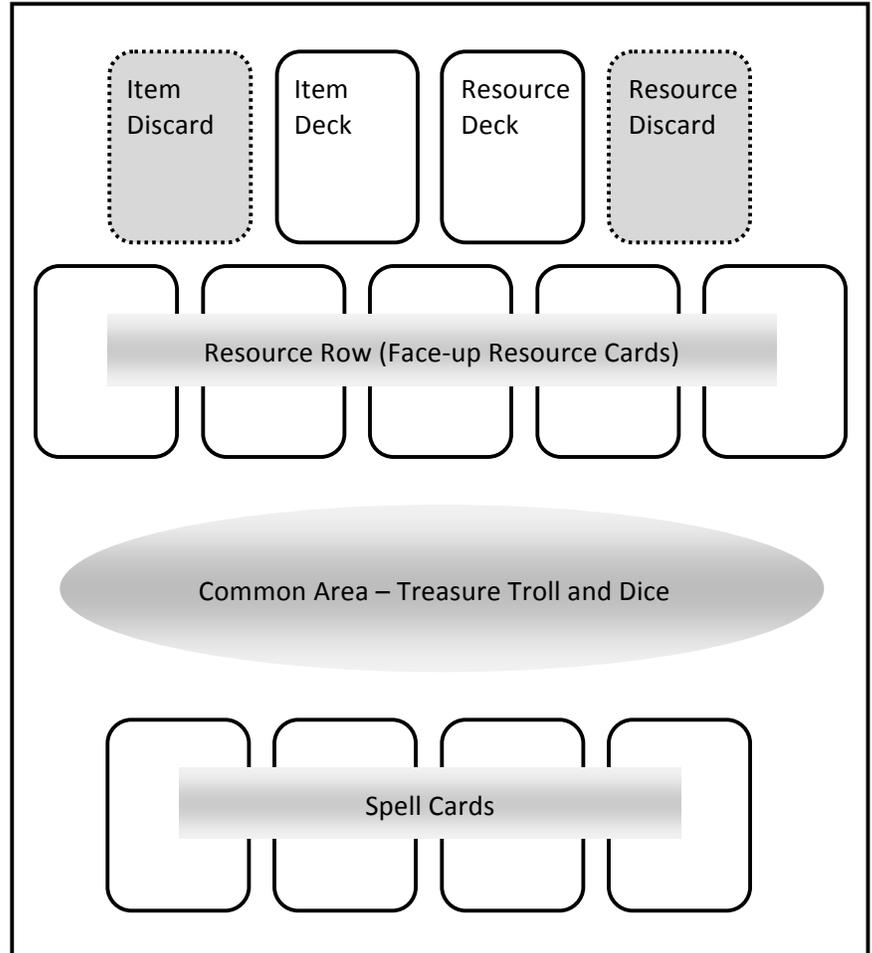


# MAGES

## Apprentice's Handbook (Revised Edition)

### Set up:

1. Take the Resource cards and place them on one side of the playing area. On the other side of the playing area place the Items in one pile and Spell cards into four different piles: Fireball, Wither, Heal, and Counter. Place the Treasure Troll in and the Dice in between the two sides of cards.
2. Each player gets a Player Mat, two Heart Tokens, and four triangle Skill Tokens. The Heart Tokens go in the highlighted heart shaped areas and the four triangle Skill Tokens go in the highlighted triangle shaped areas with 0 at the top.
3. Pass out four Resource cards to every player. Then take the first 5 cards off of the top of the Resource deck and place them face-up in a row in front of the Resource deck.
4. Pass out a Character card to each player. Note that each character has their own special ability. Each Player can read about the character's ability on the card or a more explained version in the rule book.
5. Roll the 6-sided die, whoever rolls the highest number will start the game, the game will proceed clockwise from the starting player.



### Playing the Game:

Each turn consists of three actions and the turn ends when the player has taken his/her third and final action. One action could be:

- Drawing a Resource card.
- Buying an Item or Spell.
- Playing one, two or three Orb cards to level up.

- Playing a Spell on your turn.
- Rolling for the Treasure Troll.

*\*Playing an Item does not count as an action. Using a Counter Spell also does not count as an action since you do not play the Counter Spell on your turn. Players may also pass for an action.*

**Actions:** Actions may be performed in any combination. For example, a player could roll three times to try and capture the Treasure Troll; or, a player could buy three Items; or, a player could draw a Resource card, buy a Spell, and increase a Level by expending two or three Orb cards. A player may act in whatever order and combination he/she would like. A player is not required to draw cards each turn.

**Resources:** Resources are used to buy items and spells, or to level up. Fin is the currency used in the land of Pauvel to purchase magical Items. Jewels (Ruby, Sapphire, Emerald, and Black Diamond) are used to purchase Spells of coordinating color. Orbs (Pyro, Apollo, Zoe, and Necro) are used to increase a player's Level of coordinating color. Miziko is the wild card. Miziko can be used as either a Jewel or an Orb, but not Fin.

**Drawing Resources:** When drawing Resource cards a player may choose to draw a card from one of the five Resource Row cards or may choose to draw a card from the top of the Resource Deck. A player may only draw *one* Miziko card from Resource Row each turn. When a card is taken from Resource Row the top card of the Resource deck is turned over to take its place.

**The Discard Pile:** Whenever Resource cards are used to buy an Item, Spell, or Level the cards used for the purchase (Fin, Jewel, or Orb, respectively) are placed in the Resource discard pile. In the event that the Resource deck is exhausted, the Resource discard pile is shuffled and restored to play as the new Resource deck. A separate discard pile should be kept for used Items. All used spells are returned to the each spell deck to be purchased again.

**Hand Limit:** Players should have no more than 8 cards in his/her hand at the end of his/her turn. If a player has more than eight cards in hand at the end of the turn the extra cards must be discarded. The player may choose which cards to discard.

**The Treasure Troll:** A player may, for 1 action, attempt to win over the Treasure Troll by rolling doubles with the four-sided dice. Whichever Player is in possession of the Treasure Troll may draw one extra resource card from the Resource Deck at the end of his/her turn. Players may win over the Troll from the common area or steal from another Player. If the Player is eliminated from the game the Treasure Troll is returned middle with no one as the owner.

**Items:** Items can be purchased for 400 Fin. Purchasing an item takes one action, but using the item does not count as an action. Items which are played during a player's turn must be played before taking their third action. For example: If a Player draws an Item for their third action, they cannot immediately play the card because their turn ended immediately after their third action. They must wait until their next turn to use it.

Most items take immediate effect when played. Items which do not take immediate effect, such as roll modifiers or Shackles, can be played face-up on the table so they don't take room in a player's hand. However, once one of these items is on the table, it is considered to be 'activated' and will take effect at the next available opportunity. Cards that modify your roll (+/-) only last for one roll, even if it ends in a tie and a subsequent re-roll.

**Leveling:** To level up you will need to collect orbs. There are four types of orbs that correspond with each category:

- To level up Attack you need Pyro orbs.
- To level up Defense you need Apollo orbs.
- To level up Dark magic you need Necro orbs.
- To level up Healing you need Zoe orbs.

Level 1 costs 1 Orb. Level 2 costs 2 Orbs. Level 3 costs 3 Orbs.

As a Player gets level advancement the die which a Player uses when casting spells changes.

- At Level 0 the Player uses the 4 sided die.
- At Level 1 the Player uses the 6 sided die.
- At Level 2 the Player uses the 8 sided die.
- At Level 3 the Player uses the 10 sided die.

### **Rolling the Dice:**

Players roll dice to find out if a spell is successful. The player casting the spell rolls first, then the defending player rolls. If the defending player rolls a higher number, the spell has no effect (unless the defending player played a Counter spell, in which case the effect of the spell is reversed on the attacking player). If the attacking player rolls a higher number, their spell is successful and the intended effect takes place. In the event of a tie, both players roll their Dice again until there is a winner.

### **Using Spells:**

After a Player buys a spell it goes to his/her hand and he/she can play them for one action. When he/she uses a spell it is immediately returned to the pile from where it was drawn.

**Fireball:** requires 2 Rubies to purchase and takes 1 action to use. (Can be countered). When attacking with a Fireball, a Player rolls the die that corresponds to his/her Attack level. If successful, the recipient of the Fireball loses 1 Heart.

**Wither:** requires 2 Black Diamonds to purchase and takes 1 action to use. (Can be countered). When attacking with Wither, a Player rolls the die that corresponds to his/her Dark Magic level. If successful, the Player may choose a skill level of his/her opponent in one category to lower by one level.

**Counter:** requires 2 Sapphires to purchase. (Cannot be countered). A Counter is played in reaction to a Player casting a spell (Fireball or Wither) at another Player. If the attacking Player loses, his/her own spell is mirrored back onto him/her and he/she must take the penalty as explained by the card. Since Counter is played in reaction to another spell, playing Counter does not count as an action.

**Heal:** requires 2 Emeralds to purchase and takes 1 action to use. (Cannot be countered). When using Heal, the Player is not attacking another Player and so does not roll against another Player specifically. However, a successful use of Heal is not guaranteed. The Player rolls, instead,

“against the dungeon.” Choose another player to roll the 8 sided die against his/her Heal roll. If his/she wins, he/she gets to heal one Heart. If he/she loses there is no effect.

**“Stave off Death”:** In the event a Player is attacked and loses his/her last heart, he/she may immediately play a Heal spell if he/she has one in his/her hand. The Player may play the card as normal. If the Player is successful then he/she does not die and remains, instead, at one heart. Even if the Player has multiple Heal spells in hand, they may only attempt to “Stave off Death” once.

**Defense:** When a Player is being attacked with either a Fireball or Wither, use the die that corresponds to his/her Defense level.

**Death:** If a player is attacked and loses all of his/her Heart tokens, and does not successfully use a Heal spell to “stave off death”, the character dies. The victorious player claims the Character card of the defeated player and gains that Mage’s advantage(s) (see Character Cards section for detailed explanations). The dead player keeps his/her current levels, but must discard all resource, item, and spell cards.

**Roll to Resurrect:** Once a player is dead, he/she still has a chance to rejoin the game. On the dead player’s next turn he/she may roll the two 10-sided dice once, and each round thereafter. If the player successfully rolls a combined 18, 19, or 20, the Player is “resurrected” and rejoins the game with one heart. The resurrecting Player does not regain their character card or have any advantage they may have had previously. Next, the Player draws 4 resource cards from the resource deck and takes 3 actions. The Player who previously killed the dead player and claimed his/her character ability does not lose the ability when the resurrected player reclaims the Character card. If the dead player rolls anything less than 18 on their turn, the player remains dead and passes until his/her next turn. A player may only be resurrected once per game. In a 2-player game, there is no chance to try and “resurrect”. If the Player has lost their third and final heart and did not successfully “Stave off Death” then the game is immediately over.

### **Winning the game:**

There are two ways to win the game. A player can either be the last player alive or a player can be the first to get to level three in all four categories: Attack, Defense, Dark Magic, and Healing.

### **Character Cards:**

These descriptions explain the advantages of each character. They also explain what happens when another player kills a certain character and claims their power.

**Riccardo Necro:** This apprentice starts the game at level 1 in Dark Magic. The player with this ability should turn his/her Dark Magic triangle tile to one on his/her Player Mat. The Player who claims Riccardo Necro’s power immediately gains 1 level in Dark Magic. If the Player is already at level 3 there is no effect.

**Davina the Dark:** This apprentice can buy Wither spells with 1 Black Diamond instead of 2. The Player who claims Davina the Dark’s power can buy Wither spells for 1 Black Diamond instead of 2.

**Lamar the Unyielding:** This apprentice starts the game at level 1 in Defense. The Player with this ability should turn his/her Defense triangle tile to one on his/her board. The Player who claims Lamar the Unyielding's power immediately gains 1 level in Defense. If the Player is already at level 3 there is no effect.

**Anderson the Azure:** This apprentice can buy counter spells with 1 Sapphire instead of 2. The Player who Claims Anderson the Azure's power can buy Counter spells or 1 Sapphire instead of 2.

**Scarlet Ashbringer:** This apprentice starts the game at level 1 in Attack. The player with this ability should turn their Attack triangle tile to one his/her Player Mat. The Player who claims Scarlet Ashbringer's power immediately gains 1 level in Attack. If the Player is already at level 3 there is no effect.

**Daniel the Pyromancer:** This apprentice can buy Fireballs with 1 Ruby instead of 2. The Player who claims Daniel the Pyromancer's power can buy Fireball spells for 1 Ruby instead of 2.

**Gladius the Gifted:** This apprentice chooses 1 category to level up in. They choose the category and turn his/her triangle tile to one on his/her Player Mat before the game starts. The Player who claims Gladius the Gifted's power chooses 1 category to level up in.

**Elad the Knowledgeable:** This apprentice chooses 1 spell to buy at half. The Player then can buy that spell with 1 Jewel of coordinating color. For example if he/she chooses Fireball then for the rest of the game he/she can buy Fireballs with 1 Ruby instead of 2. The Player who claims Elad the Knowledgeable's power chooses 1 spell to buy for 1 Jewel of coordinating color instead of 2.

**Ella the Nature Goddess:** This apprentice starts the game at level 1 in Healing. The Player with this ability should turn his/her Heal tile to 1 on his/her Player Mat. The Player who claims Ella the Nature Goddess's power immediately gains 1 level in Healing. If the Player is already at level 3 there is no effect.

**Luke the Cleric:** This apprentice can buy Heal spells for 1 emerald instead of 2. The Player who claims Luke the Cleric's power can buy Heal spells for 1 Emerald instead of 2.

**Advek the Resourceful:** This apprentice has a hand limit of 12 instead of 8. The Player who claims Advek the Resourceful's power now has a hand limit of 12 instead of 8.

**Lord Mortimer:** This apprentice only needs 200 Fin to buy an item. (He cannot use 400 Fin to buy two items, a 400 Fin card still only buys one item) The Player who claims Lord Mortimer's power can buy items for 200 Fin.

**Caro the Troll Tamer:** This apprentice can roll twice for the Treasure Troll for 1 action. The Player who claims Caro the Troll Tamer's power can roll twice for the Treasure Troll for 1 action.

**Kathazan Wildrock:** This apprentice is able to draw up to three Miziko cards from the face-up Resource cards. The Player who claims Kathazan Wildrock's power can draw up to three Miziko cards from the face-up Resource cards.

**Dylan Heartstone:** This apprentice starts the game with 3 Hearts instead of 2. The Player who claims Dylan Heartstone's power immediately gains 1 Heart. If the Player is already at 3 Hearts there is no effect.

**Akonidan the Alacritous:** This apprentice starts the game with 1 of each spell card instead of getting 4 resources. The Player who claims Akonidan the Alacritous's power immediately gets 1 of each spell card and puts them in their hand. If none of a certain spell are available at the time, the Player does not get one of that spell, even if it becomes available again later.

**Item Cards:** (Two Cards=X2, Three Cards=X3, \* played face-up on table until used)

Doubling Potion: Doubles the effect of any Resource or Spell (Cannot be combined with other items) When using this card with a spell card, it is as if the spell is being cast twice. The player will roll both times and it counts as 2 actions. X2

Melgorn's Lantern\*: Cancels a Dark Magic Spell (Play when attacked with a Wither spell. You are immune and do not suffer the effects of the Spell. The other player discards the Dark Magic Spell.) X2

Thief's Mask: Draw a random card from the hand of another player. X3

Forgotten Potion: Draw and then discard a random card from the hand of another player. X3

Amulet of Luck\*: Add one to your next roll. Play face-up in front of you. (Can only be played on your turn and doesn't affect the roll for the treasure troll. Can cancel out Agrin's Curse.) X3

Agrin's Curse\*: Subtract one from a target player's next roll. Play face-up in front of target player. (No effect to Treasure Troll rolls. Can cancel out an Amulet of Luck.) X3

Golden Hourglass: Take two additional actions X2

Healing Rain: All players roll and the player with the highest roll gains one heart. (Each player rolls the die that corresponds with their Heal level. If two or more players tie for the highest roll then those players re-roll until one player wins.) X1

Firestorm: All players roll and the player with the lowest roll loses 1 life point. Roll the die that corresponds with your Fireball level. If two or more players tie for the lowest roll then those players re-roll until one player loses. X1

Mirror of Illusion\*: Player places Mirror of Illusion face-up in front of his/her self. Player gets to re-roll their die the next time they lose a roll. (Opponent does not re-roll. Must be played before the initial roll occurs). X2

Limiting Poison: Choose a player and decrease one of their skills by 1 level. X2

Apprentice's Shield: Deflect an attack from attacking player to another player. (This card is used as a counter in a two-player game. Can only be played when attacked.) X2

Shattered Barrier: Cancel an opponent's counter spell. (Must be played on your turn. Cannot be counteracted with another Shattered Barrier card.) X2

Shackles\*: Target player may take only 1 action on his/her next turn. X2

Troll Trap: Automatically capture the treasure troll. Either take it from the common area, or from a player who has it in his/her possession. X1