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Peter (Universal Head)

# v1

Apr 2019

Game: **ARCHMAGE**  
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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## SETUP

Place the **ruined city tile** in the center of the table. Shuffle into a single facedown stack a number of sets of **wilderness locations** (1 set = 5 locations, each corresponding to a type of relic) according to the number of players:

**2 players:** 3 sets    **3 players:** 5 sets    **4 players:** 6 sets

Shuffle into a single facedown stack the **6 outpost locations** (3 hybrid race enclaves, 3 camps).

Take **town tiles** according to the number of players:

**2 players:** 3 towns    **3 players:** 4 towns    **4 players:** 6 towns

Create a map of the land as shown on page 8 of the rules, according to the number of players. Place town locations faceup and wilderness and outpost locations facedown. Leave a small gap between all the tiles.

Each player takes a **mage figure** in their chosen color and places it at the cursed tower on the central tile. Then each takes a **tower board**, a **spell book mantle** (place to the right of your tower board), a set of 18 **spell cards** in your color (place facedown to the left of your tower board; you may look at them at any time), 25 **followers** in your color (place 15 to the left of your tower board as the **company** that are immediately available for deployment; the rest go into a common supply area), 1 **mage tower** in your color, 1 **player aid tile** (place to the left of your tower board), 6 **relic cubes** (1 in each color), and 6 **planet tokens** (1 in each color).

You may decide on different numbers of followers in player companies depending on the skill level of the players.

Randomly place 1 of your planets on each of the 6 spaces on your tower board's **planet track** (leave the central space free). If playing with fewer than 4 players:

**3 players:** each player moves 1 planet of their choice 1 space away from the central space.

**2 players:** each player moves 2 individual planets of their choice 1 space away from the central space.

Receive the indicated number of starting **relics** of the type related to the planets occupying the corresponding planet track spaces.

In a common supply area, gather the **spell tokens** in piles according to type; 10 **followers** from each player; and the 48 **ward tokens**.

## BASIC CONCEPTS

**Magic** is divided into 6 *Fundamental* spheres: *Nature*, *Matter*, *Time*, *Will*, *Death*, and *Blood*. These overlap and can be blended together according to the **Wheel of Magic**.

*Fundamental* level spells are part of the lore guarded by the 6 **mythic races**: *Dryads*, *Gnomes*, *Elves*, *Dwarves*, *Goblins*, and *Demons*. In return for **relics**, these races will help to initiate a mage's followers to become **apprentices**.

Newly initiated apprentices are placed in the corresponding *Fundamental* level spell area in your Wheel of Magic. Each then possesses the knowledge of a specific *Fundamental* level spell.

When your mage has gained apprentices in 2 adjacent spheres of magic, you can blend these magics and promote apprentices to *Advanced* and *Master* ranks to gain the knowledge of those

spells. When all apprentices vacate an area on the Wheel of Magic, the ability to cast that spell fades.

Mages discover and control **locations**. The wilderness locations are: *Groves*, *Ruins*, *Libraries*, *Mines*, and *Crypts*. The 5 magical relics that can be found in wilderness locations are *Seeds*, *Widgets*, *Scrolls*, *Gems*, *Bones*, and *Blood*. *Blood* can only be obtained through combat.

Each type of relic, where it can be found, and which race desires it are all tied to one of the 6 spheres of magic:



**Nature**

Seeds

Groves

Dryads



**Matter**

Widgets

Ruins

Gnomes



**Time**

Scrolls

Libraries

Elves



**Will**

Gems

Mines

Dwarves



**Death**

Crypts

Goblins



**Blood**

Blood

Combat

Demons

## PLAYER TURN

Play moves clockwise from the starting player, and each player completes a full turn consisting of 3 phases.

### 1. PREPARATION

*Skip this phase on each player's first turn of the game.*

#### Remove Temporary Spell Tokens and Effects

Return to the supply any temporary spell tokens you placed on locations during your previous turn. End the effect of any spells that temporarily created an effect.

#### Update and Refresh Spell Book

Flip all your spell cards faceup and move cards that are above your spell book mantle back to a position below the mantle.

You only have knowledge in your spell book of a particular spell if you have at least 1 apprentice in the corresponding spell area. Check the position of all apprentices on their tower board and add or remove spell cards from your spell book to match the current position of your apprentices.

Take new spells from your deck of inactive spells and place them below the mantle in your spell book according to their level (*Fundamental*, *Advanced*, or *Master*). Multiple apprentices in the same area do not grant multiple copies of the same spell.

Place spells removed from the spell book back in your deck of inactive spells (they may be re-learned later in the game).

#### Progress a Planet

Move any 1 of your planets a single space towards the central conjunction space.

Each planet matches the color of a sphere of magic, and **whenever you move a planet, you gain 1 relic of that type**. Multiple planets may occupy the same space. Planets already in the central space cannot be moved.

## 2. JOURNEY

#### Deploying Followers

If, at any time during your Journey phase, your mage figure is on a wilderness, town, or camp location that has been **explored** but is currently unoccupied, you may take a single follower from your company and place it on the location at no cost.

Your follower's presence means that you have *control* of that location. **Followers cannot be placed on mythical race or hybrid race enclave locations.**

**You may choose not to deploy a follower.** Followers cannot be voluntarily returned to your company once placed. They remain at their location until the end of the game, unless killed.

#### Movement

During the Journey phase you may spend up to 5 movement points (MPs). Unused MPs do not carry over to subsequent phases or turns. Each of the following options can be done multiple times in a turn, in any order:

#### TRAVEL

Your mage figure may **move from 1 location to any adjacent location at the cost of 1 MP**.

You may not enter a location containing an opponent's mage figure or an opponent's mage tower. You may travel through or take a Journey's End in a location controlled by an opponent follower. You may choose to trigger an attack, but it is not automatic.

If you enter a location containing a spell token, you must resolve the token's effects before interacting with the location in any other way.

If you enter the old mage tower location of the ruined city tile, you must sacrifice 1 follower from your company, returning it to the supply (nothing happens if you have no followers in your company).

#### EXPLORE

If you have traveled into an unexplored (facedown) location, you may pause to **explore the area at the cost of 1 MP**. Exploration is optional.

Flip the tile faceup. Exploring a location gives you a **one-time exploration bonus**:



**Wilderness location:** Immediately collect 1 relic of the depicted type. Move the appropriate relic cube on your tower board storage track.



**Camp location:** Take 1 follower of your color from the supply and add it to your company.



**Hybrid race enclave location:** If you already have 1 of the appropriate relic types coveted by the hybrid race, you may immediately perform a single *Initiate Apprentice* action: trade 2 relics of a single type to train 1 apprentice in the matching sphere of magic.

**Receiving relics or followers through exploration is only a one-time bonus when the location is first explored.** To continue to produce relics or followers from any controlled hex, the mage must end their Journey on a town location and perform a Journey's End *Gather* action.

#### ATTACK

You may attack a location controlled by an opponent to increase your own area of influence, reduce the number of followers belonging to another player, and take blood relics.

- You may only target the follower in the location your mage currently occupies.
- If the location contains a **ward of protection token**, you may **spend 1 MP to unravel the ward** and return it to the supply. The opponent follower cannot be targeted without first removing the ward.
- If the location does not contain a ward (or the ward has already been unraveled), you may **spend 1 MP to kill the opponent's follower**. The killed follower is returned to the supply, *not* to the company of the owning player. A single **blood relic** is generated for both the attacking player *and* for the player who was attacked and had their follower removed.
- If the attacking player has enough MPs to clear the location of an opponent's ward and follower, they may choose whether or not to assume **control** of the now vacant hex. If so, they may immediately place 1 follower from their company onto the newly conquered hex (this does not cost a MP).

## 3. JOURNEY'S END

The location where you end your movement determines which action you execute in the Journey's End phase.

There is no action associated with the cursed tower on the ruined city tile. Ending your movement there forfeits your Journey's End action for that turn.



#### Gather (Town)

If you end your movement on any **town** location, you may *Gather* relics and followers depending on which map locations you currently control:

- For each wilderness location you control**, including the one occupied by your mage tower, take 1 relic of the corresponding type. Move the appropriate relic cube on its tower board storage track.
- For each camp you control**, take 1 follower from the supply and add it to your company.
- For each town you control**, you may select 1 relic of your choice *or* take 1 follower from the supply to add to your company. If you control more than 1 town, make this choice separately for each town.



#### Recruit (Camp)

If you end your movement on a **camp** hex, you may *Recruit* up to 3 further followers from the supply and add them to your company. If there are no followers of your color remaining in the supply, you receive nothing.



#### Initiate (Enclave)

If you end your movement on a location showing a **race**, you may trade relics for the *Initiate Apprentice* action.

Each **mythical race** has a single relic type they desire in trade, and each **hybrid race** has 2 relic types they desire.

Give up 2 of the required relic type (move the appropriate relic cube on its tower board storage track) in exchange for the initiation of 1 apprentice.

This apprentice is created by taking a follower from your company and placing it in the corresponding *Fundamental* spell area on your tower board.

**On a mythic race location**, this 2:1 trade may be done up to 3 times with a single *Initiate Apprentice* action (as the tower board holds a maximum of 6 relics of any 1 type).

**On a hybrid race location**, each Journey's End action only allows you to initiate a maximum of 1 apprentice in each of the 2 spheres. You cannot choose to train 2 apprentices in a single sphere.

The presence of an apprentice in a new spell area adds knowledge of the corresponding spell to your spell book, but this spell is not available to be cast until your following turn.

Take the appropriate spell card taken from your deck and place it facedown below your spell mantle as a memory aid. It is flipped faceup in the Update and Refresh Spell Book step of your next Preparation phase.



#### Place Wards (Wilderness)


If you end your movement on a wilderness location, you may place a **ward of protection**.

Place a **ward of protection token** on your current location and any adjacent location you control that does not currently contain a ward.

Locations cannot contain more than 1 ward of protection, unless permitted by certain spells.



## Build Mage Tower (Wilderness)

 Once during the game, if you end your movement on an explored wilderness location that is vacant or already under your control, you may *Build* your own mage tower.


The tower exerts permanent control over its location, making that location impassable to all opponent mages.

As the tower is built, any follower present can be returned to the player's company, and any ward of protection can be returned to the supply.

A mage tower provides a **one-time construction bonus** when it is built. The constructing player may immediately *Gather* 1 relic from the tower's location, as well as 1 relic from each adjacent wilderness location they control. Adjacent towns and camps do not provide any construction bonus.

After building your mage tower, you may immediately take a second Journey's End action: either *Place Wards* or *Initiate/Promote Apprentices*.

## Initiate/Promote Apprentices (Mage Tower)

 If you end your movement on your own mage tower, you may perform one or both of these actions, in order:

### 1. INITIATE 1 APPRENTICE

You may first initiate 1 apprentice to a *Fundamental* spell area of your choosing. This personal initiation process consumes 2 relics of the corresponding type (making it identical to any single initiation at a mythic race or hybrid race enclave).

### 2. PROMOTE APPRENTICES

2 *Fundamental* apprentices from adjacent spheres can be pitted against each other in a **duel**. The winner earns a promotion to the *Advanced* spell area overlapping the 2 *Fundamental* areas. The loser is returned to your company.

Similarly, 2 *Advanced* apprentices from adjacent spheres can duel to make a *Master* level apprentice.

The initiation and promotion of apprentices generally requires a significant update of the contents of your spell book during your next turn's Preparation phase. Spell cards can be both placed into and removed from the spell book in this process.

## MAGE TOWERS

Once built, a mage tower cannot be moved or destroyed. The tower does not replace or negate the wilderness functions of the location with regards to the *Gather* and *Place Wards* actions.

During the turn in which a tower is built, and on any subsequent turns, the owning mage may spend their Journey's End in their tower to perform an *Initiate/Promote Apprentices* action.

The tower does not affect the calculations to see which mage has achieved *Dominion over the Land* during final scoring.

## SPELLCASTING

At any time during your Journey and Journey's End phases and up until the time you signal the end of your turn, you may cast spells that are in your spell book.

### Casting Costs

Once a mage has knowledge of a spell, the power of relics can be released to cast it. The casting cost for each level of spell is:


**FUNDAMENTAL:** 1 relic from the spell's sphere of magic.


**ADVANCED:** 2 relics from either contributing sphere of magic (2 of 1 type or 1 of each type).


**MASTER:** 3 relics from any contributing sphere of magic (3 of 1 type, or 2 of 1 type and 1 of another type, or 1 of each of the 3 different types).

If you have enough relics to power them, multiple spells can be cast in a single turn. However, **each unique spell in your spell book can only be cast once per turn**. When you cast a spell, move the card from below the spell book mantle to the corresponding position above the mantle.

### Spell Durations

 The spell is resolved immediately as a one-time effect.

 The effects of this spell are temporary and last until the start of the casting player's next turn.

 The effects of this spell persist for the rest of the game unless removed by the conditions specified. The spell will refresh at the start of the casting player's next turn, and it can be cast again (only its effects are persistent).

**Each location can only contain 1 spell token. Ward tokens do not count towards this limit.** If a mage casts a spell that uses tokens, and targets a hex already containing a spell token, the original token is removed and replaced with the new spell token.

## GAME END & FINAL SCORING

**When all your planets have converged on the central space, your final turn begins.** During the final round, each player takes their final turn and completes their own final scoring before play progresses to the next player. **Once you begin scoring, you can no longer cast spells.** On your turn, compare these 2 factors:

### 1. Dominion over the Spheres

First, if you Initiated or Promoted any apprentices in your final turn, update your spell book to reflect these changes. Spells cast this turn are unaffected.

You score points for each spell in your spell book:

Each *Fundamental* spell: 1 victory point

Each *Advanced* spell: 2 victory points

Each *Master* spell: 4 victory points

If any victory points would be lost through spell effects, subtract them at this time.

### 2. Dominion over the Land

Second, for each type of wilderness location (towns and camps are not scored), check your degree of control over that type of location versus that of your opponent(s):

If you control more locations of that type than any opponent, you score 2 victory points.

If there is a tie with 1 other opponent for the most control, you score 1 victory point.

If you control fewer locations of that type than any other single opponent, or if there are more than 2 players tied for the most control, you score no victory points.

Control over specific wilderness locations may change on a subsequent player's turn. This subsequent player may also be able to score victory points for a specific majority initially claimed by the first player, in which case the first player's score remains unaffected by this subsequent scoring.

### Declaring the Archmage

The player who has the most victory points is declared Archmage and wins the game.

If 2 or more players have an equal number of victory points, resolve the following tiebreakers in order:

1. Most *Master* spell cards in their spell book.
2. Most *Advanced* spell cards in their spell book.
3. Most *Fundamental* spell cards in their spell book.
4. Most total apprentices on their tower board.
5. Most total followers on the map.

## GLOSSARY OF TERMS

**APPRENTICE** A follower that has been promoted from the company of a mage to their tower board. A *Fundamental* level apprentice is one who is initiated to the knowledge of an entry level spell in a specific sphere of magic. Higher level apprentices (*Advanced* and *Master*) have the knowledge of spells created through the blending of magic from different spheres.

**ARCHMAGE** The head of the Order of Mages. This individual supervises, trains and harnesses the power of many apprentices. But more importantly, they possess the innate ability and power to weave the 6 differing spheres of magic into new and powerful combination spells.

**BUILD TOWER** Once in their lifetime, a mage will select a wilderness location as a site to construct a great tower to host their Order. Surrounding lands will send relics as tribute to aid its construction. Once built, it cannot be destroyed.

**CAMP** Scattered at the fringes of the land, these locations contain the nomadic descendants of the ancient mages. The potential for magic is still strong in the bloodlines of those who live there, and they are often eager to be recruited to the company of a mage with leadership potential.

**COMPANY** The collection of followers that walk throughout the land with their chosen mage (an available pool of followers that are kept to the left of the player's tower board). They are available to deploy as the mage travels, and will hold control of a town or camp or wilderness location in the mage's absence. They are also willing to be trained as apprentices and live in a mage tower, studying the magical arts.

**CURSED TOWER** The ancient ruins of the once mighty Tower of the Mages – it once housed the Archmage and the Archmage's Order. But at the time of The Ending, it became mysteriously cursed and is now a dangerous place to visit. A mage who dares to enter this area risks losing a follower from their company.

**EXPLORE** A mage may choose to spend time scouting an area of the land previously abandoned. This process may reveal a Wilderness location, a camp of the nomadic descendants of the ancient mages, or even the enclaves of hybrid races previously unknown to modern society. Time spent in this manner will result in a one-time Exploration Bonus to the mage. A mage who wishes to continue to exploit the area must leave a follower to control it.

**EXPLORATION BONUS** A mage searching abandoned areas will be rewarded. Wilderness locations will yield a relic from ancient times. Camps will give a follower to join the Order. Hybrid races will initiate 1 apprentice into the knowledge of their *Fundamental* magic.

**FOLLOWER** A human with the potential to learn magic. They are added to the company of a mage (from the supply) by recruiting in towns and camps.

**GATHER** When mages spend a Journey's End in a town, they collect on the efforts of their followers. Relics are sent from the wilderness locations where their followers are deployed. Followers are sent from the nomadic camps, and any towns over which they hold influence supply them with relics or followers to aid their quest.

**HYBRID RACES** Their origins are mysterious, but there are rumors of new races to be found in the land: rumors of *Trolls*, *Drow*, and *Gremlins*. Their very existence is a paradox, and these races are said to each possess the knowledge of 2 different and opposing spheres of magic.

**INITIATE APPRENTICE(S)** A follower from the company of a mage is trained (usually by one of the mythic or hybrid races) in the knowledge of a particular sphere of magic and placed on a *Fundamental* spell area of the tower board. A mage may also personally initiate 1 apprentice in this fashion when they visit their mage tower. But, regardless of how the follower is initiated, there is always a cost to be paid...

**JOURNEY** The portion of the day spent travelling, exploring, fighting with opponents, and casting spells.

**JOURNEY'S END** Once the Journey is completed, a mage may perform an action in the specific location in which they have arrived. These actions include: place wards of protection, gathering relics, building their mage tower, initiating apprentices, or promoting their apprentices to higher levels.

**MAGE TOWER** Each mage competing for the title of Archmage will at some point wish to have a home base for their Order. They will construct a tower to exert permanent control over a specific wilderness area. It will house their apprentices and allow them to spend time learning the art of blending magics from different spheres.

**MYTHIC RACES** Since the beginnings of recorded time, 6 races of mythic creatures have coexisted with humanity in the land. They are: *Dryads*, *Gnomes*, *Elves*, *Dwarves*, *Goblins*, and *Demons*. Each race is the caretaker of a specific sphere of magic.

**MOVEMENT POINT** During the portion of the day when a mage is Journeying, they have a limited amount of time. They may spend this time to: Travel to an adjacent area, Explore an unexplored area, Unravel the wards of protection cast by an opponent, or attack the followers of an opponent. Each of these expenditures of time consumes 1 Movement Point.

**ORDER OF MAGES** The historic Order was a unified governing body, skilled in the ways of magic, and unchallenged in its rule of the land. But the mysterious events of The Ending caused the Order to be fragmented, scattered, and eventually lost. Now, there are several mages vying to exert dominance and establish their Order as the magical authority in the land. The leader of the faction that wins this struggle will become the new Archmage.

**PROMOTE APPRENTICE(S)** 2 apprentices from different spheres of magic will be tested in a duel and will vie to earn the privilege of advancing in rank. One will be rewarded with the knowledge of a new, more advanced spell that blends the magics of their own knowledge and that of their competing apprentice. The other will be banished from the tower and returned to the company of their mage for a new assignment.

**RELICS** 6 types of magical materials or objects (*Sacred Seeds*, *Widgets*, *Scrolls*, *Gems*, *Ancestral Bones*, or *Blood of the Mages*) that can be found in the wilderness of the land. They possess raw magical energy that can be released in order to cast spells, or they can be traded to the mythic and hybrid races in exchange for the initiation of new apprentices.

**SPELL BOOK** A dynamic and ever-changing collection of spells currently known to the Order of any mage (this is represented by spell cards kept to the right of a player's tower board). An Apprentice in a mage tower must constantly work to maintain and preserve the knowledge of any given spell. If not, such ethereal knowledge quickly disappears from the book.

**SUPPLY** An area of the playing space that contains unused spell tokens and the populace of the land that is not yet recruited to the Order of any mage.

**TOWNS** Inhabited areas where mages can gather the relics sent to them by their followers. In the streets, they can also acquire hard to find relics and the occasional follower to join their company.

**TRAVEL** A mage moves from one hex to an adjacent hex. This consumes 1 Movement Point.

**WARDS OF PROTECTION** Magical symbols that can be drawn to act as a barrier to hostile forces. An attacking mage may not harm the follower of an opponent mage until they take the time to unravel this magic.

**WILDERNESS** The abandoned parts of the land where exploration and control can allow access to the remains and relics of ancient civilizations. These areas include: *Gnomish Ruins*, *Dwarven Mines*, *Dryad Groves*, *Elvish Libraries*, and *Goblin Ruins of the Dead*.

		
Nature	Matter	Time
Seeds	Widgets	Scrolls
Groves	Ruins	Libraries
Dryads	Gnomes	Elves



		
Will	Death	Blood
Gems	Bones	Blood
Mines	Crypts	Combat
Dwarves	Goblins	Demons

## PLAYER TURN

### 1. PREPARATION

*Skip this phase on each player's first turn of the game.*

#### Remove Temporary Spell Tokens and Effects

#### Update and Refresh Spell Book

You only have knowledge of a spell if you have at least 1 apprentice in the corresponding spell area.

#### Progress a Planet

Move any 1 of your planets a single space towards the central conjunction space. **Whenever you move a planet, you gain 1 relic of that type.**

### 2. JOURNEY

If, at any time during your Journey phase, your mage figure is on a wilderness, town, or camp location that has been **explored** but is now unoccupied, you *may* take a single follower from your company and place it on the location at no cost.

**Followers cannot be placed on mythical race or hybrid race enclave locations.**

**You may spend up to 5 MPs.** Each of the following options can be done multiple times in a turn, in any order:

#### TRAVEL

Your mage figure may **move from 1 location to any adjacent location at the cost of 1 MP.**

You may not enter a location containing an opponent's mage figure or an opponent's mage tower. If you enter a location containing a spell token, you must resolve the token's effects before interacting with the location in any other way.

If you enter the old mage tower location of the ruined city tile, you must sacrifice 1 follower from your company.

#### EXPLORE

If you have traveled into an unexplored (facedown) location, you *may* **explore the area at the cost of 1 MP.** Flip the tile faceup and receive a **one-time exploration bonus**:



**Wilderness location:** Immediately collect 1 relic of the depicted type.



**Camp location:** Take 1 follower of your color from the supply and add it to your company.



**Hybrid race enclave location:** If you already have 1 of the appropriate relic types coveted by the hybrid race, you may immediately perform a single *Initiate Apprentice* action: trade 2 relics of a single type to train 1 apprentice in the matching sphere of magic.

#### ATTACK

You may only target the follower in the location your mage currently occupies.

If the location contains a **ward of protection token**, you may **spend 1 MP to unravel the ward** and return it to the supply.

If the location does not now contain a ward, you may **spend 1 MP to kill the opponent's follower** (return it to the supply). 1 **blood relic** is generated for both the attacking player *and* for the player who was attacked.

If the attacking player has enough MPs to clear the location, they *may* assume **control** of the now vacant hex by placing 1 follower from their company onto it (no MP cost).

### 3. JOURNEY'S END

The location where you end your movement determines which action you execute (the cursed tower has no action).



#### Gather (Town)

You may *Gather* relics and followers as follows:

- For each wilderness location you control**, including the one occupied by your mage tower, take 1 relic of the corresponding type.
- For each camp you control**, take 1 follower from the Supply and add it to your company.
- For each town you control**, you may select 1 relic of your choice or take 1 follower from the Supply to add to your company. Make this choice separately for each town you control.



#### Recruit (Camp)

You may *Recruit* up to 3 further followers from the supply and add them to your company.



#### Initiate (Enclave)

You may trade relics for the *Initiate Apprentice* action.

Each **mythical race** has a single relic type they desire in trade, and each **hybrid race** has 2 relic types they desire. Give up 2 of the required relic type in exchange for the initiation of 1 apprentice: take a follower from your company and place it in the corresponding *Fundamental* spell area on your tower board.

**On a mythical race location**, this 2:1 trade may be done up to 3 times with a single *Initiate Apprentice* action.

**On a hybrid race location**, each Journey's End action only allows you to initiate a maximum of 1 apprentice in each of the 2 spheres. You cannot train 2 apprentices in 1 sphere.

The presence of an apprentice in a new spell area adds knowledge of the corresponding spell to your spell book. Take the appropriate spell card taken from your deck and place it facedown below your spell mantle. Flip it faceup in the Update and Refresh Spell Book step of your next Preparation phase.



#### Place Wards (Wilderness)

You may place a **ward of protection** on your current location and any adjacent location you control that does not currently contain a ward.

Locations cannot contain more than 1 ward of protection, unless permitted by certain spells.

#### Build Mage Tower (Wilderness)

*Once during the game*, if you end your movement on an explored wilderness location that is vacant or already under your control, you may *Build* your own mage tower.

As the tower is built, any follower present can be returned to the player's company, and any ward of protection can be returned to the supply.

The mage tower provides a **one-time construction bonus**: you may immediately *Gather* 1 relic from the tower's location, as well as 1 relic from each adjacent wilderness location you control. Adjacent towns and camps do not provide any construction bonus.

After building your mage tower, you may immediately take a second Journey's End action: either *Place Wards* or *Initiate/Promote Apprentices*.



#### Initiate/Promote Apprentices (Mage Tower)

If you end your movement on your own mage tower, you may perform one or both of these actions, in order:

#### 1. INITIATE 1 APPRENTICE

You may first initiate 1 apprentice to a *Fundamental* spell area of your choosing. This consumes 2 relics of the corresponding type (making it identical to any single initiation at a mythic race or hybrid race enclave).

#### 2. PROMOTE APPRENTICES

2 *Fundamental* apprentices from adjacent spheres can be pitted against each other in a **duel**. The winner earns a promotion to the *Advanced* spell area overlapping the 2 *Fundamental* areas. The loser is returned to your company.

Similarly, 2 *Advanced* apprentices from adjacent spheres can duel to make a *Master* level apprentice.

### SPELLCASTING

At any time during your Journey and Journey's End phases and up until the time you signal the end of your turn, you may cast spells that are in your spell book.

#### Casting Costs

The casting cost for each level of spell is:

**FUNDAMENTAL:** 1 relic from the spell's sphere of magic.

**ADVANCED:** 2 relics from either contributing sphere of magic (2 of 1 type or 1 of each type).

**MASTER:** 3 relics from any contributing sphere of magic (3 of 1 type, or 2 of 1 type and 1 of another type, or 1 of each of the 3 different types).

If you have enough relics to power them, multiple spells can be cast in a single turn. However, **each unique spell in your spell book can only be cast once per turn.**

When you cast a spell, move the card from below the spell book mantle to the corresponding position above the mantle.

#### Spell Durations



The spell is resolved immediately as a one-time effect.



The effects of this spell are temporary and last until the start of the casting player's next turn.



The effects of this spell persist for the rest of the game unless removed by the conditions specified. The spell will refresh at the start of the casting player's next turn, and it can be cast again (only its effects are persistent).

**Each location can only contain 1 spell token. Ward tokens do not count towards this limit.**

If a mage casts a spell that uses tokens, and targets a hex already containing a spell token, the original token is removed and replaced with the new spell token.

### GAME END & FINAL SCORING

**When all your planets have converged on the central space, your final turn begins.**

During the final round, each player takes their final turn and completes their own final scoring before play progresses to the next player.

**Once you begin scoring, you can no longer cast spells.**

The player who has the most VPs wins the game.