



OLD MAGE



Contents

Components	2	Spells	9
Introduction	4	Mage Cards, Events	11
Winning	4	Relics	11
Set Up	5	Haunts, Undead Mages	12
How to Play	6	FAQ	13
Movement	7	Optional Rules	13
Battle	8	Index	14
		Turn Summary	15

Credits

Design & Editing

Stephen Grodzicki, Stephanie Grodzicki.

Sculptor

Conor Snowm.

Art

Box Cover David Nash.

Game Board Damien Mammoliti.

Mages, Relics Daniel Comerci.

Other Card & Token Art Dean Spencer, Matt Morrow, Gary Dupuis, JE Shields, Philipp Ulrich, Andreas Rocha, Eric Lofgren, Felipe Gaona, Sverker Castillo, Henrik Karppinen, Claudio Cassini, Alec Adams, Dom Critelli, Iobard, Critical-Hit, Anderson Maia, Douglas "Draco" Manzini, Lee YJ, Justinas Vitkus, Jonas Springborg, William McAusland, Erskine Designs, Luke Eidenschink, Publisher's Choice Quality Stock Art Rick Hershey / Fat Goblin Games.

Playtesters

Stephen Grodzicki, Stephanie Grodzicki, Jeremy Grodzicki, Shaun Halovic, Brad Deadman, Tom Grodzicki, Mia Grodzicki, Arman, Tancy, Hot Paul, Marcella, Kevin Outlaw, Isabella Outlaw.

Legal

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Components

6 Mage Cards



10 Standees & 12 Stands



22 Ruins



60 Health Counters



6 Battle Dice



3 Travel Dice



6 Spell Dice



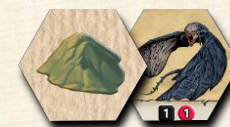
2 Haunt Dice



10 Forest Tokens



10 Hills Tokens



8 Mountains Tokens



6 Water Tokens



5 Jungle Tokens



3 Dune Tokens



Griffon, Sky Tower, & Fey Spirit Tokens



2 Volcanic Servant & 2 Leyline Tokens



10 Letter Tokens



12 Firestorm Tokens



6 Plague Winds Tokens



4 Faerie Gate Tokens



4 Mage Portal Tokens



5 Destroyed Tokens



7 Tsunami Tokens



3 Cursed Forest Tokens



6 Magma Burst Tokens



70 Spell Cards



15 Relic Cards



22 Ruin Cards



18 Event Cards



1 Game Board



Introduction

The High Wizard is dead, long live the High Wizard!

Welcome to **Old Mage**, the spell blasting **adventure** game of arcane domination!

Explore ancient **wilds**, brave lost **ruins**, invoke mighty **spells**, and unleash powerful **relics** as you compete for the **High Wizard's throne**. Deadly monsters and treacherous hazards await - yet none quite so deadly, nor so treacherous - as your **Arcane Rivals!**

Objective

Claim victory in one of two ways:

1. The Master Orb

Find the **Master Orb** and deliver it to a **Mage Tower** on the far side of the board (to your starting Tower) to be crowned High Wizard!



2. Last Mage Standing

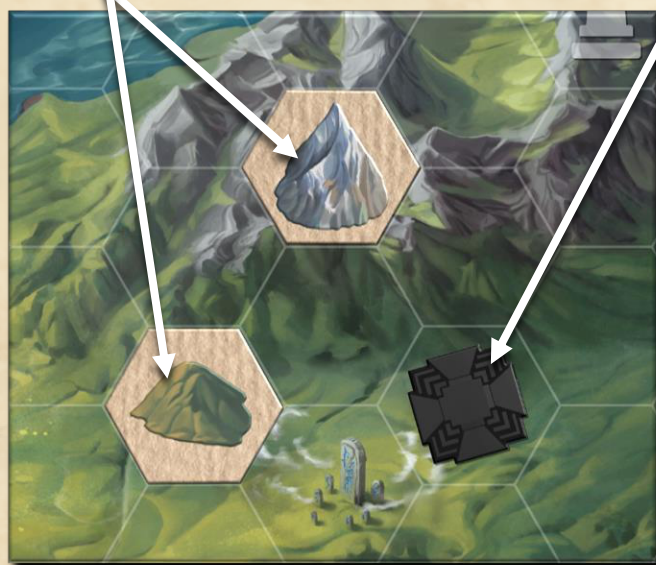
If all your rivals become **Haunts**, you are the last mage standing and crowned High Wizard!

If the last two Mages are defeated simultaneously, the Mage with the **Orb** wins. If no-one has the Orb, the game ends in an accursed stalemate!

Set Up

1. Place Land Tokens

Players take turns placing **Land tokens** (forest, mountain, hill, dune, jungle, or water) on the **game board** until all tokens have been allocated. Place the tokens land side up, and do not do not look at the monsters beneath.



Tokens must be placed in hexes that **include** their **land type**, but **not adjacent** to another land token.

Most land hexes are a **mix** of land types and count as **all** of them for land type purposes. Even a single partial image of a tree, hill, mountain, etc in a hex is sufficient to qualify.

This hex includes **Forest**, **Crater**, and **Water** land types.




2. Place Ruins

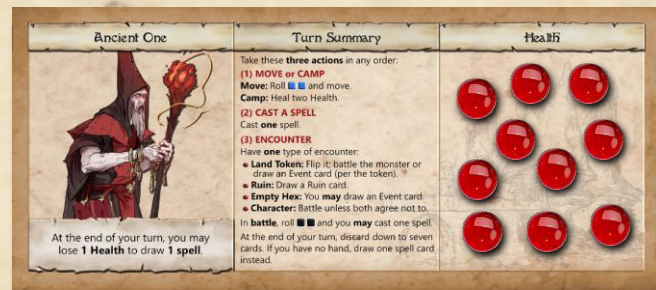
Players take turns placing **Ruins** on the game board until all ruin pieces have been allocated.



Ruins may be placed in any empty hex **not adjacent** to another ruin or land token.

3. Deal Mage Cards

Shuffle & deal a **Mage Card** to each player. Players gain the related Mage **Standee** & **ten Health** .



4. Choose Mage Tower

Mage towers are located along the left and right edges of the board. A **random player** chooses one tower and places their Mage in that hex. The player on their **left** chooses a different tower, and so on, until all Mages have their starting locations.



5. Shuffle Decks

Shuffle the **four decks** (Spell, Ruin, Relic, and Event) and place them face down.

6. Deal Spell Cards

Deal all players **five Spell cards** face down. Players may look at their hand. If a player has **doubles** of the same card, reshuffle one card back into the deck (do not show the other players which spell it is) and deal another to replace it.

7. Begin Round One

How to Play



Old Mage is played in game **rounds**.

Each player takes one **turn** per round.

The **oldest** player starts, followed by the player on their left, and so on.

During your **turn**, you may perform each of the following **three actions** in any order:

1. Move or Camp

Move: roll two **Travel Dice**  . For each foot print you may move one hex. If you move into a hex with a **Land token**, **Ruin**, **Mage** or **Monster**, your movement ends and you face an **Encounter**.

OR

Camp: do not roll to move, instead **heal 2 Health**.

2. Cast a Spell

You may **cast one spell**.



Spell



Ruin



Relic



Event

3. Encounter

Engage in **one** of four kinds of encounters:

• **Land Token:** If you enter a hex with a Land token, flip it and battle the revealed **Monster**, or if an **Event** draw an Event card. If you **defeat** a Monster, draw one spell.



• **Ruin:** If you enter a hex with a Ruin, discard the Ruin and draw a **Ruin card**. If the card is a **spell**, add it to your hand. If the card is a **Monster**, follow any instructions.



Ruins contain the **most powerful** spells and monsters in the game, and are the only way to obtain **Relics** (including the Master Orb).

• **Empty Hex Event:** If your move ends in an **empty hex**, you may **choose** to draw an **Event card**. If so, you must follow any instructions.

• **Character:** Characters (Mages and Monsters) in the same hex must **battle** unless both agree not to (Monsters always battle). They may also **trade** or gift spells or Relics. If you **defeat** a character in battle, draw one spell (excluding Haunt Possessed Monsters, see p.12).

End Of Turn

A small number of spells require a roll at the end of your turn to determine whether they continue, and some spell effects occur at turn's end.

At the end of your turn, if you have more than seven cards, you must discard down to seven. If you have **no cards** in your hand, draw one spell.

Movement

To move your Mage, roll **two Travel Dice** and **move** a number of hexes up to the sum of the footprints shown.



Move **1 Hex**.



Move **2 Hexes**.



Move **3 Hexes**.

Entering Hexes & Token Spaces

A character **enters** a hex or token space when they move into it, or if a **token** moves into their hex. Characters may enter any **adjacent** hex, subject to **Water** hexes as noted opposite. **Half hexes** along the top and bottom of the board are not valid movement spaces.

Summons & Mobile Tokens

Summons such as *Volcanic Servants* and mobile tokens such as those from the *Plague Winds* spell, are moved by their Mage during the **Mage's** move (or camp) action. They never flip Land tokens or draw cards. If a Summons moves into a Character's hex, resolve any effect or battle **immediately**. Summons in the same hex must battle each other unless both Mages agree not to fight.

Illegal Moves

If a move becomes illegal (either part way through a character's movement, or at any other time) the character must immediately backtrack to the closest legal hex.

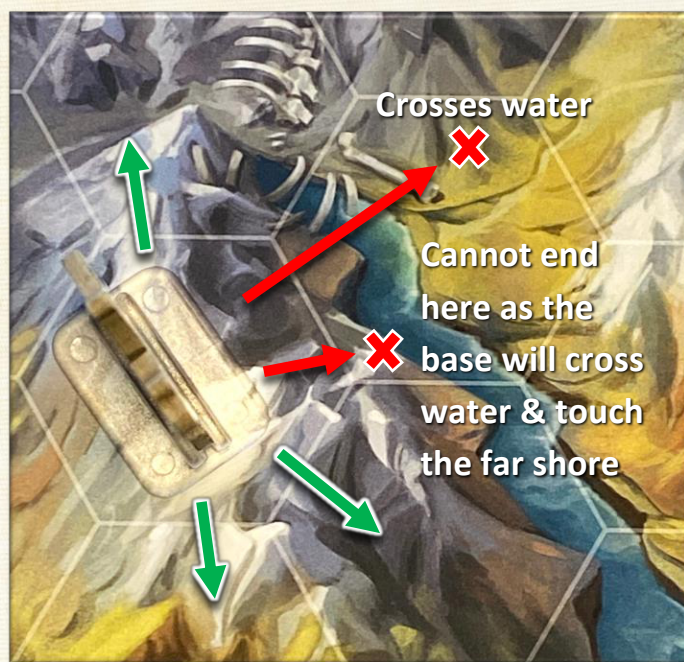
Water Hexes

Water Hexes (any hex with water) may only be **entered** by a character if:

- There is a **Portal Crossing**,
- OR**
- A **path** can be traced from the character's starting hex into the water hex **without crossing water**.



Additionally, if a character wishes to **end their move** in a water hex, their base must not **cross water to touch the opposite shore**. In borderline cases, flip a coin.





Destroyed & Impassable Hexes

Place a **Destroyed token** on hexes destroyed by spells. They are **Impassable** and may not be entered. A Monster in a destroyed hex is defeated. A Mage in a destroyed hex must **immediately move** into the closest legal hex. Once in place, Destroyed tokens cannot be dispelled.

Battle

Mages begin the game with **10 Health** (the maximum), represented by

When characters engage in battle, they attack each other **simultaneously**. Mages roll **two Battle Dice**   unless modified by spells or Relics.

Monsters roll a number of Battle Dice as indicated by the **black die** number in their profile. The **red circle** number is their **Health**.



Rolls **3 Battle Dice**

And has **2 Health**

Battle Dice results are as follows:



Hit: Target loses **1 Health**.



Double Hit: Counts as **2 Hits**.



Skull Hit: Target loses **1 Health** and this Hit **cannot** be negated by a Shield.



Shield: **Negate** 1 Hit caused by your opponent.


Battle Passes

Battle is broken down into **Battle Passes**. During each pass both characters roll their Battle Dice and **compare results**, deducting lost Health as appropriate. This process continues until one character is defeated, or a Mage flees.

Spells In Battle

A Mage may cast **one spell** during a battle. The spell may only be cast at the **start** of a battle pass, before any Battle Dice are rolled. If two Mages cast spells during the same battle pass, they are resolved **simultaneously**. This spell is in **addition** to the one spell a Mage may cast outside of battle each turn (ie the "Cast a Spell" action referred to on p.6)

Fleeing

At the **end** of a **pass**, before the next pass begins, a Mage may choose to **Flee**. A fleeing Mage immediately **moves 1 Hex** and the battle ends. The fleeing Mage counts as **defeated**. **Monsters** that are not defeated are restored to full Health at the end of each turn, and their token remains on the board. For **Ruin Monsters**, place matching **Letter tokens**  on the hex and **Ruin card** as reminders.

Defeated

A Mage that defeats a character usually **draws one spell** (see Encounter, p.3). A character that is reduced to **zero Health**, or **flees** from a battle, is defeated. Mages that are reduced to zero health become **Haunts** (see p.12).

Three or More Combatants

A Mage in or entering a hex with two other characters must **battle all characters**, one after the other. Determine battle order **randomly**. Mages may agree not to fight in the usual way. If a Mage flees from their first foe, they must still engage in at least one battle pass with their second foe (after which they may flee again if desired, and move 1 hex).

Spells



To cast a spell, play a **Spell** from your hand and follow its instructions. Spell effects are applied immediately unless noted otherwise in their description. Some **Relics** also cast spells.

Range

The **top left hex** icon indicates a spell's **range**, measured in hexes from the caster. The whole of a spell's effect must be within range. Eg if placing tokens for a Range 12 *Firestorm*, all tokens must be within 12 hexes of the casting Mage. **Range 0** means the casting Mage is the target.

Target

Some spells refer to a **Target**. All characters (Mages and Monsters) are valid targets. Monsters are all creatures other than Mages (eg Monster tokens, Ruin Monsters, Haunts, Summons, etc).

Spell Dice

Spells that cause damage often require **Spell Dice** to be rolled by the Mage against a target. These rolls are **not defended** against (unlike Battle Dice).



Hit: Target loses **1 Health**, unless noted otherwise.



Double Hit: Counts as **2 Hits**.





Star: Special result if noted in the spell description, or might relate to duration. Otherwise ignore.



Duration

Most spells are placed in the **discard pile** after use, but some may specify otherwise. Spells that place **tokens** are not discarded and remain in play until **dispelled**. Some examples include *Mage Portal*, *Firestorm* and *Undead Servant*.

A small number of spells require a roll at the end of a player's turn to determine whether the spell ends. These are indicated by  at the bottom of the spell description.

At the **end of the player's turn**, they must roll one Spell Die, and if the die shows  the **spell ends**. Otherwise the spell continues.

Interrupt Spells

Interrupt spells are marked with a **Lightning Bolt** icon. They may be cast **at any time** and are **immediately applied**, including during another player's turn, or responding to a spell or other event (eg a Land token flip), but **before** any Battle Dice are rolled.

Interrupt spells **do not count** towards the usual limit of one spell per turn or per battle. You may cast as many as you wish.



Favourable Land



Spell Description

Spell effect and instructions, including Favourable Land bonus at the end (here, increasing the range to 18).

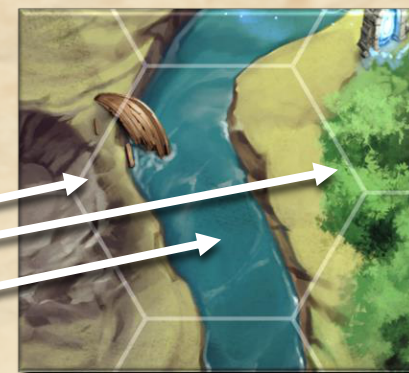
Favourable Lands

Old Mages draw power from the land itself to enhance their magic. If a **casting Mage** is in a land hex that matches their spell's **Favourable Land icon** (top right corner), the spell gains a **one time bonus** effect (as noted in the last line of the spell).


There are nine **Favourable Land** types: Forest, Water, Mountain, Hills, Volcano, Jungle, Crater, Swamp and Dunes. Some spells do not have a Favourable Land.

Most land hexes are a **mix** of land types and count as **all** of them for Favourable Land purposes. Even a single partial image of a tree, hill, etc qualifies as Favourable Forest, Hill, etc for casting purposes. In borderline cases, err in favour or determine randomly.

This hex counts as Favourable Land for **Crater**, **Forest**, and **Water**.



Defeating Foes in Distant Hexes

If you use a spell to defeat a **Monster** in another hex, draw 1 spell. If you defeat a **Ruin Monster** or reduce a **Mage** to zero health in another hex, any spell or Relic cards are placed face down in the relevant hex, and may be claimed by any Mage moving there. Use matching **Letter tokens**  on the hex and cards as reminders.

No Stacking

Effects from the same spell or other magical effect do not stack; only one applies.

Regions

Some spells and Events affect regions. There are five regions in the game, including the central river:



Mage Cards

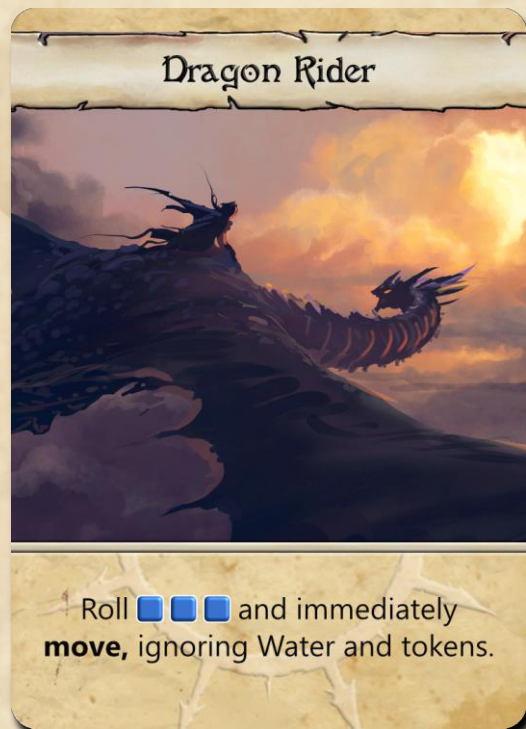
All players receive a Mage Card. In the bottom left corner is each Mage's **special ability**. Some abilities are spells (check for icons near the Mage name; if so, they don't have Favourable Lands). If your Mage becomes a **Haunt**, flip their card over. You lose your Mage's special ability while a Haunt.



Events



If your Mage ends their movement in an **empty hex**, you may **choose** to draw an **Event** card. If you do so you must follow any instructions. Events are applied and discarded unless noted otherwise. They are a mix of good, bad, and neutral results.



Relics



Relics are obtained by defeating **Ruin Monsters**.

Most Relics are put into **play** when they are **drawn**, as noted in their card description. They **remain in play** until the game ends, unless indicated otherwise. As part of an action, a Mage may **drop** a Relic in their current hex. Any Mage may claim an abandoned Relic by moving onto it (this does not require an action or end the Mage's movement).

There are two kinds of Relics, signified by the icon in the card's **top right** corner:



Standard Relic: Standard Relics with a **Helm** icon grant an **ongoing benefit** as long as they remain in play.



Spell Relic: Spell Relics with a **Magic Circle** icon cast **spells**. You must play the Relic card to cast the spell, and they do not have Favourable Lands. Some Spell Relics must be **discarded** after use, as noted in their description.



Haunts

Old Mages do not die quietly.

When reduced to **zero Health**, a Mage immediately becomes a **Haunt**; a poltergeist that plagues the living, biding its time to return as an **Undead Mage!**

1. Discard Adverse Spell Effects

Discard any **adverse spells** that affect you. You continue to control any spells previously cast, for example *Plague Winds*, *Volcanic Servant* or the *Necromancer's* undead Summons.

2. Drop Relics

Drop any **Relics** in your current hex. Place matching **Letter tokens** **A** on the hex and Relic cards as reminders. A Mage in or entering the hex may gain the Relics (no action required and does not end their move). You cannot gain Relics.

3. Retain Hand

You **retain** your hand of spells.

4. No Health Score

Haunts do **not** have a Health score.




Undead Mages

If the Haunt Dice roll **Doubles** you immediately manifest as an **Undead Mage!**

Ignore the Haunt Dice results, instead: **Draw 2 spells**, gain **5 Health**, and **take a normal Mage turn**. Your Haunt must have been in play for at least one of your turns, otherwise your Undead Mage does not manifest until your next turn. Undead Mages operate just like normal Mages (including maximum Health 10) and may win the game. If reduced to zero Health, an Undead Mage is eliminated from play.

Haunt Turns

A Haunt's presence in the world waxes and wanes, impelled by spirit echoes and astral winds. You **do not** perform the usual Mage actions, **do not** draw Ruin or Relic cards, **do not** flip Land tokens, and **do not** engage in battle, except as noted below.

Instead, on your turn roll **two Haunt Dice**   to determine which actions you may take (in any order). **Interrupt**  spells are an exception; you may cast them as normal. If you have no hand, draw 1 spell at the end of your turn.



Move 2 hexes, ignoring water and tokens.



Move 3 hexes, ignoring water and tokens.



Move 4 hexes, ignoring water and tokens.



Flip the closest Land token (your choice if more than one). If a **Monster**, place your Haunt on it (if an Event, discard and flip the next closest Land token instead). The Monster is possessed by your

The Monster **moves** with your Haunt and may engage in **battle**. You possess the Monster until it is defeated, you choose to possess another Monster, or you become an Undead Mage (if so, discard the Monster). If you already possess a Monster, you may flip the closest land token and choose between the two Monsters.



Draw 1 spell.



Cast 1 spell.

FAQ

Can I play Solo? Although not designed for solo play, Old Mage can be a fun and engaging solo experience. Instead of controlling one Mage, you control four, and play to find out which Mage wins. As you take each Mage's turn, act in their best interests, assuming they do not know each others hands.

Can I use the Wind Walker or Ancient One's special abilities more than once per turn? No.

Can I use Blood Magic more than once during my turn? No.

If a Plague Winds token is placed on a Mage's hex, does the Mage count as "entering" the token space? Yes (p.7).

When a Summons enters a Mage's hex, is the battle resolved immediately? Yes (p.7)

Are Dispelled cards discarded? Yes.

Can Dispel be used against Dispel? Yes.

Can Destroyed tokens be dispelled? Spells that create Destroyed tokens can be dispelled at the time of casting, but after a Destroyed token is in play it cannot be dispelled (p.7).

If Sky Tower is dispelled after the tower has moved, does the tower crash in its current hex? Yes.

Can a Mage win by delivering the Orb to a Sky Tower that has moved? Yes.

Do Dispel and Arcane Mirror affect both attacks from Hellblast, or just one? Just one.

Can a Mage defeat their own Summons to draw a spell? No. This is an exception to the usual rule.

If a Haunt is possessing a Monster, do spells like Warlock Armour affect the Monster too? Yes.

Do Monsters possessed by Haunts ignore water and tokens when they move with the Haunt? Yes. They levitate while the Haunt possesses them.

Do Monsters heal? Yes, Monsters heal all damage at the end of each turn (p.8).

What happens if the Spell deck runs out? Reshuffle any discarded Spell cards to form a new Spell deck.

Optional Rules

First Blood

The first Mage to cause another Mage damage immediately draws two spell cards.

Running Out of Spell Cards

If all of the Spell cards have been drawn, whoever has the Orb wins.

One Weapon Relic

Mages cannot carry more than one weapon Relic (any Relic with a weapon illustration). If a Mage has more than one weapon Relic, they must immediately choose which to keep and which to drop in their hex.

Team Mode

In Team Mode, players form teams of two (if four or six players) or three (if six players).

Two Player Mode

In two player mode, each player controls two or three mages, alternating turns between players.

Index

Attack Spells, 9

Battle, 8

Battle Passes, 8

Camp, 6

Components, 2

Contents, 1

Credits, 1

Double Hit, 8

Defeated, 8

Defeating Foes in Distant Hexes, 10

Destroyed, 7

Duration, 9

Encounter, 6

Entering Hexes, 7

Events, 11

FAQ, 13

Favourable Land, 10

Fleeing, 8

Haunts, 12

Healing, see Camp, 6

Hit, 8

How to Play, 6

Illegal Moves, 7

Impassable, 7

Interrupt Spells, 10

Movement, 7

One Weapon Relic, 13

Optional Rules, 13

Range, 9

Regions, 10

Relics, 11

Running Out of Spell Cards, 13

Set Up, 5

Shield, 8

Skull Hit, 8

Spells, 9

Stacking, 10

Summons, 7

Targets, 9

Team Mode, 13

Three or More Combatants, 8

Token Spaces, 7

Turn Summary, 15

Undead Mages, 12

Water Hexes, 7

Winning, 4

Turn Summary



Old Mage is played in game **rounds**.

Each player takes one **turn** per round.

The **oldest** player starts, followed by the player on their left, and so on.

During your **turn**, you may perform each of the following **three actions** in any order:

1. Move or Camp

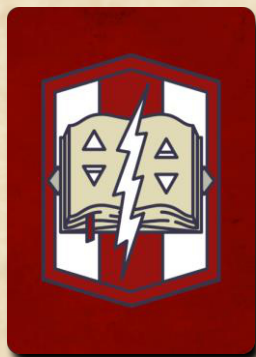
Move: roll **two Travel Dice**  . For each foot print you may move one hex. If you move into a hex with a **Land token, Ruin, Mage or Monster**, your movement ends and you face an **Encounter**.

OR

Camp: do not roll to move, instead **heal 2 Health**.

2. Cast a Spell

You may **cast one spell**.



Spell



Ruin



Relic



Event

3. Encounter

Engage in **one** of four kinds of encounters:

- **Land Token:** If you enter a hex with a Land token, flip it and battle the revealed **Monster**, or if an **Event** draw an Event card. If you **defeat** a Monster, draw one spell.



- **Ruin:** If you enter a hex with a Ruin, discard the Ruin and draw a **Ruin card**. If the card is a **spell**, add it to your hand. If the card is a **Monster**, follow any instructions.



Ruins contain the **most powerful** spells and monsters in the game, and are the only way to obtain **Relics** (including the Master Orb).

- **Empty Hex Event:** If your move ends in an **empty hex**, you may **choose** to draw an **Event card**. If so, you must follow any instructions.
- **Character:** Characters (Mages and Monsters) in the same hex must **battle** unless both agree not to (Monsters always battle). They may also **trade** or gift spells or Relics. If you **defeat** a character in battle, draw one spell (excluding Haunt Possessed Monsters, see p.12).

End Of Turn

A small number of spells require a roll at the end of your turn to determine whether they continue, and some spell effects occur at turn's end.

At the end of your turn, if you have more than seven cards, you must discard down to seven. If you have **no cards** in your hand, draw one spell.