

## 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

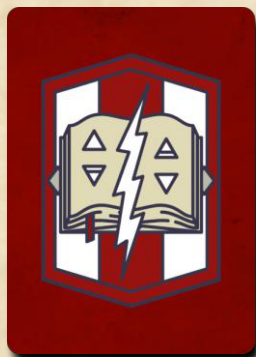
**Move:** roll **two Travel Dice**  . For each foot print you may move one hex. If you move into a hex with a **Land token, Ruin, Mage or Monster**, your movement ends and you face an **Encounter**.

**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.