

Mage's Dice

A dice game for 2-3 players by Benjamin Donoghue, Paddy Duke and Dave Hayes

1. Contents

3 x black *focus dice* (d6)

16 x *spell dice* (d6)

4 x red *fire spells*

4 x blue *water spells*

4 x green *earth spells*

4 x white *air spells*

3 x *score tracker dice* (d10)

1 x *mana pool* felt mat

1 x *ether box*

2. Objective

“Mages of old sought the favour of the gods and would do anything to gain it. But there were many wielders of mana in the fight, and the gods had only so much favour to give. They battled their peers using the elements – fire, water, air and earth – to win supremacy in a struggle for that most elusive of prizes, ultimate power.”

You compete by collecting *elemental spells* from the *mana pool*, casting them on your opponents, winning points every time you successfully defeat other mages.

The first mage to score **10** points wins.

3. Setting Up

3.a Arena Setup

Start by placing the *mana pool* mat in the centre of the playing arena.

Place all of the *spells* (*fire*, *water*, *earth* and *air*) in the *mana pool*.

Place the *ether box* at one side of the *mana pool*. Players will cast their spells in front of the *ether box*.

Players sit around the other sides and will collect *spells* in front of them. This area of collected *spells* is referred to as the player's *arsenal*.

3.b Player Setup

Each player is given a black *focus die* (d6) and a black *score tracker die* (d10).

Reset each player's *score tracker* to **0**.

4. Phases of Play

Mage's Dice is played over a number of rounds. Play continues until a player reaches **10** points.

4.a Beginning a Round

At the start of the round each player rolls their black *focus die* (d6) to determine their initial *focus* level. Players who roll the same number should **all** re-roll their *focus dice* until each player has a different number.

One player rolls all of the *spell* dice in the *mana pool*.

Players collect any *spells* whose number matches their *focus die*. These collected *spells* are placed in front of the player and make up their *arsenal*.

4.b Play Order

First Round

The player with the **fewest** *spells* goes first and play continues to the left.
(If two players have the same number of *spells*, the player with the lowest value *focus die* starts.)

Subsequent Rounds

Play continues to the left of the player whose action caused the round to end.

4.c Player Turn

On their turn, a player may perform **one** of three possible actions.

Action 1: Refresh the Mana Pool

The player re-rolls **all** *spell* dice in the *mana pool*. *Spells* that match any player's *focus die* are then collected by the corresponding player, and added to their *arsenal*. This affects **all** the players, not just the player who rolls the dice.

Action 2: Refocus

The player re-rolls their *focus die*. **All** *spells* currently in play (either in the *mana pool* or in other players' *arsenals*) that match the new *focus die* value are collected by the current player and added to their *arsenal*.

However, if the player rolls a new *focus die* value that is the same as **another player's** current *focus die*, then all dice of that value get re-rolled back into the *mana pool*.

If two players have the same value on their *focus dice*, **neither** player may collect any *spells* from the *mana pool* until they return to having unique values.

Action 3: Battle for Power

The player initiates combat by casting **one** *spell* from their *arsenal*, placing the die in front of the *ether* box. All other players must then, starting from the *attacker's* left, cast a counter *spell*, if they have any *spells* in their *arsenal*.

Combat is governed by the rules outlined in section 5.

4.d Ending the Round

A round ends when there are **no** *spells* left in the *mana pool*, or there is only **one** *spell* left in play.

(Only *spells* in the *mana pool* or in the players' *arsenals* are considered to be 'in play'. *Spells* in the *ether* box are **not** in play.)

When the current round ends, **all** of the *spell* dice (including dice in the *ether* box) are returned to the *mana pool* and a new round begins (see 4.a Beginning a Round).

4.d Game End

The game ends when one player reaches **10** points.

5. Combat

5.a Roles

The player who initiates combat is the *attacker*, and all other players are *defenders*. **Only** the *attacker* may score a point from any combat.

5.b Spell Power

A *spell's* power is represented by the number on the die. Higher *power spells* always beat lower *power spells* **except** when spells are *nullified* by opposing *elements*.

5.c Spell Elements

A *spell's* *element* is represented by the colour of the die. When an attacking *spell* is defended with a *spell* of the opposing *element*, regardless of power, the attacking *spell* is *nullified* and the attack is **unsuccessful**.

The opposing pairs of *elements* are:

fire (red) & *water* (blue)

earth (green) & *air* (white)

5.d Scoring

If the *attacker's* *spell* is **not** *nullified*, and is more powerful than **at least one** of the *defenders' spells*, then the *attacker* scores a point. Upon scoring, the *attacker* increases their *score tracker* by one.

All *spells* used in the battle are removed from play and placed into the *ether* box.