

THE WIZARD'S TOWER DUEL

ARCOMAGE

RULEBOOK

A two-player duel of spells, siege, and the summoned dead.

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WELCOME & HOW YOU WIN

ArcoMage is a duel between two wizards. You defend your **Life** behind layered fortifications while wearing down your rival with spells and summoned creatures.

HOW YOU WIN

Reduce your opponent's **Life** to 0. That is the victory. Their Moat, Wall, and Tower are stacked defenses that soak damage before it ever reaches their Life.

Damage cascade — damage eats through the layers in order: **Moat** → **Wall** → **Tower** → **Life**. Each absorbs 1-for-1 until it hits 0, then the overflow spills to the next. Some spells strike a layer directly and skip the chain.

CHAPTER 2

STARTING THE GAME

Each wizard takes a spellbook, a character sheet, and a set of tokens, then sets these **starting values**:

LIFE	20	MANA	100
TOWER	20	TIME	40
WALL	10	BRICKS	5
MOAT	10	QUARRY / MAGE TOWER	lvl 2
INTELLIGENCE	4	CAST CEILING	Int + Mage-Tower workers

SET UP THE BOARD

- Place your wizard on your start square: **Player 1 on purple, Player 2 on blue** — at opposite ends of the board.
- You begin with **2 workers on your Altar**; all other buildings start empty.
- Prepare your spellbook and draw your opening hand. Decide who takes the first turn.

REFERENCE

WHAT'S IN THE BOX

Everything two wizards need for a duel:



THE BOXED GAME



HEX BATTLE BOARD



2 CHARACTER SHEETS



36 CUSTOM STAT DICE



VELVET DICE BAGS



100 SPELL PAGES + BINDER

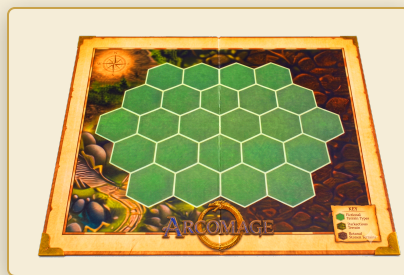
Also inside: worker & marker tokens, two wizard miniatures, and this rulebook.

CHAPTER 3

THE BOARD

The battlefield is a grid of **hexes**; your wizard begins on its colored start square (P1 purple, P2 blue) at opposite ends. The two dead-center tiles — the **angel statue** and the tile above it — are the **Nexus**: impassable ground no piece may enter or cross.

The Nexus pinches the middle into an **upper lane** and a **lower lane** — a push must commit to one and go around; you cannot march straight up the center.



The hex battlefield — angel Nexus at the dead center, purple (P1) and blue (P2) start squares at opposite ends.



Bring your own minis. The hexes are sized for standard 33 mm figures, so the board is **compatible with D&D and 28–32 mm miniatures** — field your own wizard and creatures if you like.

CHAPTER 4

YOUR CHARACTER SHEET

Everything you track sits on your sheet — and both players can always see it (no hidden info).

LIFE	Your health. Reaches 0 and you lose. Starts at 20.
TOWER / WALL / MOAT	Three defensive layers, outermost first: Moat, Wall, Tower. Damage eats them in that order before Life. (20 / 10 / 10)
MANA	Fuel for spells; spent before a spell resolves. Refills each upkeep.
TIME	Casting-time per turn; refills at upkeep. Run out mid-cast and the turn ends.
BRICKS	Building material for raising Tower / Wall / Moat. From your Quarry.
INT	Intelligence. Cast ceiling: highest spell circle you can cast = Int + Mage-Tower workers. You start with Int 4.

You track every one of these values with the counting dice — next chapter.

CHAPTER 5

TRACKING WITH DICE

The dice are **never rolled** — they are hand-set **counters**. Turn each to the value you need and set it in its well.

Every die carries the **ouroboros** in place of one number, and it is the *same* face on every die. On the **counter dice** it reads as o (so a die can show an emptied stat): D6 o–5, D10 o–9, D20 o–19.

The one exception — the Life die. On the **Life (Hit Points)** die the same ouroboros face reads as **20**, not o — Life runs 1–20 and never needs a zero (o = out). Same die, different meaning.

5 × D20	Tower, Wall, Moat, Mana (ouroboros = o) and Life (ouroboros = 20).
1 × D10	The ones die — pairs with the Mana D20.
12 × D6	Worker Assignment (Intelligence + six worker types), plus spare condition-timer dice.

COUNTING PAST 19

Only Mana passes 19 (starts at 100): read two dice as digits — **D20 = tens**, **D10 = ones**. E.g. 100 = "10" + ouroboros "o"; 137 = "13" + "7"; max 199.



REFERENCE Your character sheet — the custom dice sit in the wells to track resources and workers. A full-size copy spans the center spread overleaf.

CHAPTER 6

BUILDINGS & WORKERS

Six structures make your economy and defense. Some are HP layers; some are generators that pay out each upkeep. You station **workers** on buildings to run them.

TOWER / WALL / MOAT	Your three defensive layers (Tower innermost).
QUARRY	Produces bricks each upkeep (= its level).
MAGE TOWER	Produces mana each upkeep (+3 base + level); raises your cast ceiling.
ALTAR	Convert bricks ↔ mana (ratio improves with level). Starts with 2 workers.
GRAVEYARD	The bones pile of dead creatures & spent spells; higher level = stronger revival.

A TURN, STEP BY STEP

Play alternates. On your turn you pass through these steps:

- **Untap** — ready your tapped permanents.
- **Upkeep** — collect income: **+mana** (3 + Mage Tower), **+bricks** (Quarry level); **Time** resets. Ongoing effects tick.
- **Main** — cast spells, summon creatures, raise buildings, activate abilities.
- **Combat** — creatures fight (Chapter 12).
- **End** — marked damage clears; timers count down; pass to your opponent.

Time is a resource. A long chain of spells can run you out of casting-time and end the turn early.

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STATUS EFFECTS

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CHAPTER 8

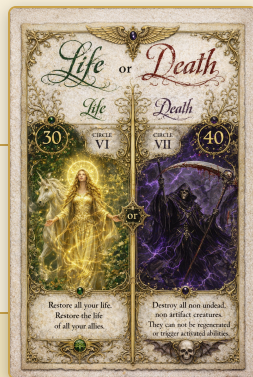
CASTING SPELLS

To cast a spell you pay its **Mana**. You may only cast a spell whose circle (level, I–VIII) is at or below your cast ceiling — **Int + Mage-Tower workers**.

CAST SPEEDS

- **Sorcery** — only during your own Main step.
- **Instant** — any time you hold priority, *including in response* to an opponent's spell (Chapter 9).

Perfect information, no luck. In ranked play there is *no randomness* — both hands, both graveyards, every number is open. Skill decides.



LIFE OR DEATH

CHAPTER 9

THE STACK & RESPONDING

A cast spell doesn't resolve instantly — it goes on **the stack**. Your opponent then gets a chance to **respond**.

- Only **Instant**s may be played in response; Sorceries cannot.
- The stack resolves **top down** — the last thing added resolves first.
- A **counter** makes its target **fizzle** (do nothing). The countered spell isn't removed from the game — it simply fails to resolve.

Example. You cast Fireball. Before it resolves your opponent responds with Counterspell; Counterspell resolves first and fizzes the Fireball.

SUMMONING & CASTING DISTANCE

Creature spells put a creature on the board. Where it can appear is your **casting distance**.

- Summon onto an **empty, passable hex within range of your wizard** — range is 1 (**adjacent**) by default; some spells reach farther.
- Or summon onto one of your **Marked hexes**, wherever they are.

MARK

A **Mark** tags a hex as your summon anchor. Marked hexes let you drop creatures far from your wizard — set up a forward push in a lane.

CHAPTER II

MOVEMENT & SPEED

Each creature has a **Speed**, from 0 (**Rooted**) to 5 (**Meteoric**). On your turn it may move up to that many hexes through passable, empty tiles (never through the Nexus).

Your **wizard** is a **fixed piece** (Speed 0) — it doesn't move unless a **Form** (a transformation spell) grants it Speed.

Zone of Control. A creature that starts adjacent to an enemy may move at most **one hex**, and stepping into an enemy-guarded hex stops it there. You can't run past a defender.

CHAPTER 12

COMBAT & MARKED DAMAGE

Creatures fight from where they stand. When two clash, each deals its **Power** to the other.

- Damage is **marked**, not permanent. A creature dies the moment its marked damage reaches its **Toughness**.
- All marked damage **clears at end of turn** — survivors are whole again next turn.
- **First-strike** and **grapple** change the order and rules of a clash when granted.

When a creature dies, its body goes to its owner's **Graveyard** (Chapter 14).



DEATH STRIKE

CHAPTER 13

CONDITIONS

Spells apply **conditions** — lasting status effects on a wizard or creature: Poison and Burn drain life, buffs lift your stats, Paralyzed or Silenced shut you down. Many carry a **turn timer**; others last until cleansed or **dispelled**.

WHEN THEY HAPPEN

Ticking conditions (Poison, Burn, Bleed, Regenerate) resolve on the **afflicted wizard's own upkeep** and do **nothing the turn they are applied** — a Burn on your foe first bites at the **start of their next turn**, then each upkeep after, taking a wizard's **Life** or a creature's **toughness**.

TRACKING ON YOUR SHEET

Mark each condition with a **die on its box** in the **Status Effects** panel. **Limited** — set the die to its turns and count down one each upkeep, removing it at 0. **Unlimited** — set the die **ouroboros-face up**.

DISPEL

Dispel lifts one condition (or all) from **any** wizard or creature, either side, and unmakes **Conjured** creatures outright.

Full list in Keywords & Definitions.

CHAPTER 14

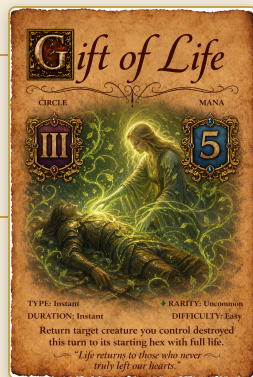
GRAVEYARD, LOCK & TRAP

THE GRAVEYARD

Dead creatures pile into your Graveyard. Necromancy spells read and consume those bodies — revive, devour, or replay them. Both graveyards are open information.

ATTACKING THE SPELLBOOK

- **Lock** — seal an enemy spell shut; they can't cast it until it's freed or dispelled.
- **Trap** — rig an enemy spell so it springs on them when cast (damage, poison). They see that *a* spell is trapped, but never which.



GIFT OF LIFE

WINNING & EDGE CASES

You win the moment your opponent's **Life** reaches 0.

- **Simultaneous death:** if both would hit 0 at once, replay the game.
- **Timer kill:** a wizard who runs out of Time mid-cast loses the cast; repeated stalls can lose the turn.
- **Match:** best-of-three; between games you may swap same-circle spells from your sideboard.

KEYWORDS & DEFINITIONS

Cast ceiling — highest circle you can cast: Int + Mage-Tower workers.

Circle — a spell's level, I–VIII.

Counter — make a spell on the stack fizzle.

Fizzle — a spell that fails to resolve and does nothing.

Form — a transformation of your wizard (can grant Speed).

Instant — castable any time you hold priority, even in response.

Lane — the upper or lower path around the Nexus.

Mark — a hex tagged as your summon anchor.

Marked damage — combat damage on a creature; clears at end of turn.

Nexus — the impassable center (angel statue + tile above).

Ouroboros — a die's highest face, replacing its top number; reads as 0.

Ply — one player's full turn.

Sorcery — castable only on your own Main step.

Speed — hexes a creature may move (0 Rooted – 5 Meteoric).

Stack — where cast spells wait; resolves top-down.

Zone of Control — being next to an enemy limits your move to one hex.

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