

The cover art features a central wooden sign with a dark, textured surface and a gold-colored emblem at the top. The sign is set against a dark, ethereal background with swirling blue and purple light. Above the sign, a golden, flame-like structure rises from a base of glowing green moss. To the left of this structure is a blue, flame-like circle containing a glowing blue gem. To the right is a white, flame-like circle containing a purple, circular magical artifact. Below the sign, a green, glowing circle contains a golden, ornate relic. To the right of this is a purple, glowing circle containing a golden bag of coins. The entire scene is set against a dark, starry background with a large, faint, glowing face in the upper right corner.

- THE SECRET RELICS OF -
WIZARDS

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RULEBOOK

- THE SECRET RELICS OF - WIZARDS

In the magical world of Arunea, a place of wizards and mystique, a decisive battle is about to take place...

In the riverlands of the western continent of Ensorna, four wizard factions have assembled their very best wizards. The conflict seems inevitable now that the factions, each for their own reasons, want to take possession of the other relics. Capturing even one relic will suffice to turn the tide of battle; after all, bringing together two different relics will result in a *mengan magia*, giving the winning faction the upper hand.



ELEMENTALISTS

The Elementalists are members of a wizard order founded by queen Nehelea of Ambros to serve as guardians of the secret relic: the *Elemental Stone*. This relic contains the powers of Arunea's elements: water, earth, fire, air, light and darkness. From the wizards' school, the tower of the elements, the heads of the elemental departments oversee the study and use of elemental magic. The Elementalists are determined to defend the legacy of Ambros against their enemies, most notably the Illusionists and Necromancers, who seem to be after the *Elemental Stone*.

In battle, the Elementalists effortlessly shift between aggressor and defender, and try to find the right response to their opponents' tactics.





ILLUSIONISTS

The Illusionists are a people consisting of apostate nobles and wisefolk from Ambros who rebelled against the queen over the use of the *Elemental Stone*. After their defeat in the rebellion, they fled to the Norwicker mountains in the north, under the guidance of the late Arnuldo. Here, they founded their own state: 'The Court of Illusionists', also known as Illusahn. With the aid of their secret relic, the *Sand of Seeming*, they practice the magic of illusion, apparition and psyche. By capturing another relic, the Illusionists can weaken the other factions and take revenge upon their arch-rival, the Elementalists.

In battle, the Illusionists are patient, awaiting the right moment to strike, and work tactically in the shadows to suddenly tip the scales in their favour.



NECROMANCERS

The Necromancers are malicious wizards who live in the grim marshes of the now sunken Rogmar and follow the teachings of the dark prophet Insaldar. This centuries-old wizard has recently risen from the dead and has unsealed the relic of dark magic, the *Book of Dark Arts*. At the heart of the marsh stands their terrible fortress, Tormortuum, where the Necromancers practice the darkest magic of Arunea: curses, resurrection and exorcism. Insaldar's only goal is to rule over all of Arunea and has therefore commanded his followers to capture a secret relic, in order to subjugate the other factions.

In battle, Necromancers are committed to aggression and brute force, and aren't afraid to let faction members get exhausted if it means achieving their goal.



SPIRITUALISTS

The Spiritualists are a select group of chosen inhabitants of the primordial forest Kuldamaan, who received their destiny from the mystical Lifetree, to defend Arunea's nature. The Lifetree also revealed to them the relic of primal magic, the *Primal Talisman*. In their forest temples and the paranormal spirit realm, which borders on the real world, the Spiritualists learned to control various primal powers, such as healing, mystique and nature magic. The visions of the Lifetree have warned the Spiritualists of the consequences of a *mengan magia* for Arunea's natural realm. It is for this reason that they join the battle to capture a second relic, despite their aversion for conflict.

In battle, the Spiritualists make sure all their members stay alive and know what routes to take in order to avoid confrontation.



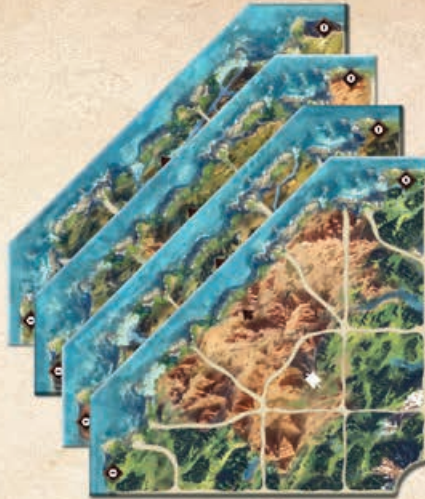


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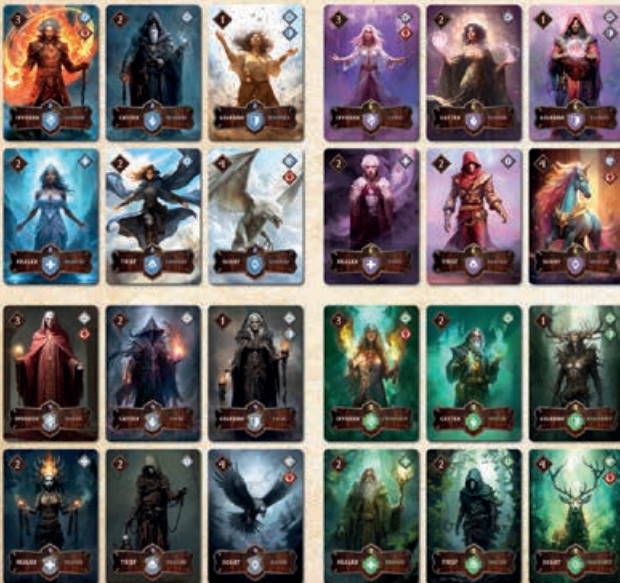


1 Middle board



4 Corner boards

24 Wizard cards



24 Wizard tokens



24 Exhausted markers



4 Bridge markers



4 Fortress markers



4 Spell cards



16 Event cards



16 Chest markers



8 Healing potion tokens



1 Wooden *Pumple the Giant Toad*-figure



1 Dice



44 Mana crystals











GOAL OF THE GAME

In *The Secret Relics of Wizards*, four wizard factions battle over possession of their secret relics. The first player to find the relic of one of their opponents and bring it to their fortress marker, or whose faction is the only one left standing, wins the game.




WIZARDS

All factions have six wizards at their disposal: a *Caster*, *Guardian*, *Healer*, *Invoker*, *Scout* and *Thief*. Every wizard has their own wizard token and exhausted marker for use on the game board, and a corresponding wizard card. The wizard card displays that wizard's skills through various icons:

-  **Steps:** the number of steps this wizard can move when taking the move-action.
-  **Attacking:** only wizards with this icon can perform the attack-action.
-  **Defending:** the wizard can defend other wizards of their faction on the same space against attacks. *PLEASE NOTE!* Wizards with this icon can still be attacked themselves when they are vulnerable. In addition, wizards protected by this skill can still become exhausted by event cards or spells.
-  **Eagle eye:** the wizard may look at the contents of a closed chest without becoming vulnerable and without opening the chest. *PLEASE NOTE!* They may only look at chests on their current space.
-  **Healing:** the wizard can heal one exhausted wizard of their faction per turn, without needing to use a healing potion.
-  **Lightweight:** the wizard cannot pick up or carry relics. *PLEASE NOTE!* They can still open chests.
-  **Lockpicking:** the wizard can use the secret passages  to move between the corner boards.

SET-UP

- 1 Take the five game boards and connect them so that they form one large square playing field. *PLEASE NOTE!* All game boards are used even when playing with less than four players.
- 2 Place the bridge markers on the game board, with the undamaged bridge facing up. This is done on the bridge passages over the water indicated on the game board, in between the spaces with arrows facing each other.
- 3 Place one mana crystal on each of the four corner spaces of the middle board. Place all remaining mana crystals next to the game board as a supply.
- 4 Choose a faction and take all corresponding wizard cards, wizard tokens, exhausted markers, chest markers, their spell card and their fortress marker. Each player also receives two healing potion tokens. Place all remaining wizard cards, wizard tokens, chest markers, spell cards, fortress markers and healing potion tokens back in the box.
- 5 Place your fortress marker in one of the recesses on the edges of the playing field. This corner board is now your starting area, and the fortress marker serves as your home base.
- 6 Place your faction's six wizard cards in front of you and place the corresponding exhausted markers within easy reach.
- 7 Place your faction's six wizard tokens, with the white icons facing up, on your starting space, indicated with a banner-icon (). Also place the two healing potion tokens on this space.
- 8 Place each of your four chest markers on one of the spaces in your starting area, with the image of the closed chest facing up. Three of these chests are 'empty', but the fourth contains your faction's relic. Choose carefully where you place your relic!

PLACEMENT RULES

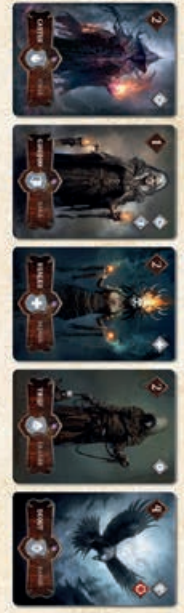
When placing chest markers, the following rules apply:

- Each space may only contain one chest marker.
- Chest markers may be placed on any space of your starting area, except for your starting space.

PLEASE NOTE! You may always look at the contents of your own chests, but you may not look at the contents of your opponents' chests.

- 9 Shuffle the event cards into a face-down deck and place it next to the playing field.
- 10 Place the dice and *Purple the Giant Toad* nearby, ready to use.

The battle for the secret relics can now begin! The oldest player begins the game.



PLAYING THE GAME

The game is played in turns, in clockwise order. You always start your turn as follows, in this order:

1. Roll the dice. This may cause you to trigger an event, cast a spell or receive mana (see 'The dice').
2. Flip over the wizard tokens of all of your vulnerable wizards to not vulnerable (see 'The condition of your wizard').
3. Perform actions with each of your wizards (see 'Actions').

THE CONDITION OF YOUR WIZARD

During the game, wizards can be in four different conditions.



NOT VULNERABLE

The wizard token is placed with the white icon facing up. At the start of the game and (usually) during your turn, your wizards are **not vulnerable**. Wizards that are not vulnerable are undamaged and may perform actions.



VULNERABLE

The wizard token is placed with the black icon facing up. By performing actions, or as the result of certain event cards or spells, your wizards become **vulnerable**. A wizard that is vulnerable is fatigued and can be attacked by enemy wizards (see 'Attack').



EXHAUSTED

The wizard card is flipped over, so that the faction shield is facing up, and the wizard token is replaced by the corresponding exhausted marker. When a vulnerable wizard is attacked, that wizard becomes **exhausted**. Wizards can also become exhausted as the result of certain event cards or spells. A wizard that is **exhausted** is defeated and cannot perform actions (unless they are healed, see 'Heal').



ACTIVE

The wizard token is placed on the playing field (with either the white or black icon facing up). All non-exhausted wizards are called **active**. This is true for both vulnerable and non-vulnerable wizards. This distinction is important for the effect of certain event cards and spells.

ACTIONS

After rolling the dice and flipping over your wizard tokens, you may perform the following actions with each of your wizards (this is not mandatory):

MOVE

ATTACK

OPEN CHEST

PICK UP


HEAL

See the 'Action overview' on p. 13 for an overview of the actions that each wizard can take.

MOVE

Move your wizard across the battlefield by moving their wizard token to an adjacent space. The wizard card indicates how many steps this wizard may take during a turn (see the example).

Rules for moving

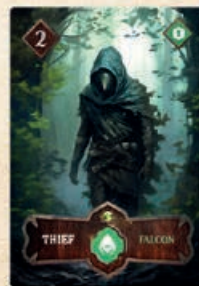
- Each wizard may only take the move-action once per turn. Wizards may therefore not divide their steps over multiple 'movements'.
- After moving (not before it), this wizard may perform **one** of the other actions.
- After moving, or otherwise after the second action, this wizard becomes **vulnerable**.
- Wizards may always take fewer steps, but never more. However, certain event cards can influence the number of steps a wizard may take.
- Only wizards with the lockpicking-skill may move via the secret passages between the corner boards, indicated with the lock-icon . This counts as one step.
- Wizards can move between the corner boards and the middle board via the bridge passages as long as the bridge is undamaged. To use a bridge, move the wizard token from the space in front of the bridge to the space on the other side of the bridge. This counts as only one step; the bridges themselves are not considered a board space (and therefore not a step).
- However, fortress markers do count as a space; moving to and from this marker counts as one step.



— Adjacent
X Not adjacent




This shows the number of steps your wizard may take.



Example: the Spiritualist player moves 2 steps with the Caster, Thief and the Healer. The other wizards do not perform any action.

ATTACK

Only wizards with the attacking-skill  can attack. Therefore, *Casters*, *Guardians* and *Invokers* can attack; the others cannot (see the 'Action overview' on p. 13).

Attack a vulnerable enemy wizard on the same space. The enemy wizard becomes **exhausted**.

Rules for attacking

- You can only perform the attack-action once per turn. If there are multiple vulnerable wizards on your space, select one.
- After attacking, this wizard may not perform any other actions and becomes **vulnerable**.
- Enemy wizards must be vulnerable before they can be attacked.



Example:

the Illusionist player may attack the Spiritualists' Caster with their Invoker, because the Caster is vulnerable and on their space.

OPEN CHEST

All six wizards can open opponents' chests. Open a closed chest on the same space as this wizard by flipping it over. After this, leave the chest marker open on the game board.

If you reveal an empty chest, then the relic must be under one of the other closed chests.

If you reveal a relic, then it is important to bring this relic back to your own fortress as soon as possible!

PLEASE NOTE! *Each time a relic is revealed for the first time that game, refill all missing mana crystals on the middle board, so that there are (a maximum of) four mana crystals again.*

Rules for opening chests

- Each wizard may only open one chest per turn.
- After revealing an empty chest, the condition of your wizard does not change, but the wizard may not perform any other actions this turn.
- After revealing a relic, this wizard may not perform any other actions and becomes **vulnerable**.



Example:

the Elementalist player wants to open a treasure chest with the Scout but does not find a relic. Therefore, the Scout is not vulnerable.



PICK UP

Wizards can pick up items. The items are healing potions, relics, and mana.



Healing potions

Healing potions can be used to heal exhausted wizards.

When a wizard is on the same space as a healing potion token, they may pick it up. Place the healing potion token on the wizard card of the wizard picking up the healing potion. As long as a wizard carries a healing potion, they may heal other wizards from your faction (see 'Heal').



Relics

Opponents' relics must be taken to your own fortress to win the game.

When a wizard is on the same space as a revealed relic, they may pick up that relic. When wizards drop relics (see 'Dropping items'), they can be picked up as well. Place the wizard token of the wizard picking up the relic on top of the relic, so that it is clear which wizard is carrying which relic. Move the relic along with the wizard if this wizard moves to another space.

PLEASE NOTE! Wizards with the lightweight-skill cannot pick up relics, but they may open chests and thereby reveal relics.



Mana

Mana is a magical resource which you can use to cast spells.

When a wizard is on the same space as a mana crystal, they may pick up the mana. Place the mana crystal on your fortress. When you have gathered enough mana, you can use it to cast your faction's relic spell (see 'Relic Spells').

Rules for picking up

- Each wizard may only pick up a single item once per turn, even if multiple items are on the same space.
- After picking up an item, this wizard may not perform any other actions and becomes **vulnerable**.
- Wizards may never pick up the relic of their own faction.
- Healing potions are not bound to any player and can be picked up by all wizards.
- Wizards may only carry one potion and one relic at any time.

DROPPING ITEMS

When a wizard becomes exhausted while carrying a relic and/or healing potion, the wizard must drop the items, which can then be picked up by others. It is also possible for wizards to drop items as a result of certain event cards. Place dropped healing potions on the space where the wizard currently is. Remove the wizard token from the relic marker to 'drop' it on the same space as the wizard token(s) in question.

PLEASE NOTE! Wizards may never voluntarily drop relics or healing potions.



HEAL

All wizards with the healing-skill or a healing potion in their possession can heal.

A wizard can heal an exhausted wizard of their own faction that is currently on their space. The exhausted wizard becomes active again. Flip the wizard card over again so that the wizard is facing up and replace the exhausted marker with the corresponding wizard token, with the white icon facing up (showing they are not vulnerable).

Rules for Healing

- Each wizard may only heal one other wizard per turn.
- After a wizard performs the heal-action, they may not perform any other actions and becomes **vulnerable**.
- The wizard that is healed becomes **not vulnerable** again and may perform actions this turn.
- If you are using a healing potion to heal a wizard, then remove the healing potion token from the game after healing. **PLEASE NOTE!** Because of this, healing potions can run out during the game. In this case, you can only use your Healer to heal exhausted wizards.



Example:

the Necromancer player wants to heal the Invoker with his Healer and may now flip the Invoker and replace its exhausted marker with its wizard token.



ACTION OVERVIEW

								
	Move	Attack	Open chests	Pick up	Heal	Eagle eye	Lockpicking	Protecting
 CASTER	2	✓	✓	✓				
 GUARDIAN	1	✓	✓	✓				✓
 HEALER	2		✓	✓	✓			
 INVOKER	3	✓	✓	✓ No relic				
 SCOUT	4		✓	✓ No relic		✓		
 THIEF	2		✓	✓			✓	

THE DICE

At the start of your turn, roll the dice, then resolve the corresponding effect:



draw and perform the instructions on an event card



immediately cast a faction spell



take one mana crystal



EVENTS

When you roll an event icon, flip over the top card of the event card deck and perform the instructions. Then discard the card face-up on the discard pile (beside the event deck).

If the event card has an infinity icon (∞), the effect of the card applies until a new event card is flipped over. When the event card deck is empty, shuffle the discard pile to create a new deck.

PLEASE NOTE! Event cards can sometimes contradict with other rules, such as spells (see 'Spells'). In this case, only the instructions on the event card apply, as long as it is in effect.



card effect

infinity icon



SPELLS

When you roll a spell icon, you may immediately cast one of your faction's spells (see 'Faction spells and relic spells').

PLEASE NOTE! Casting a spell is not mandatory. It could also be that you cannot cast a spell because of certain circumstances.



two faction spells



MANA

Wizards can gather mana and use it to cast very powerful spells. Whenever you roll a mana icon, take one mana crystal from the supply and place it on your fortress marker.

Mana is used to cast your faction's relic spell (see 'Relic Spells'). **PLEASE NOTE!** You may never have more than ten mana in your possession. If you have already gathered ten mana crystals on your fortress marker, you may not pick up or receive any more mana.



FACTION SPELLS AND RELIC SPELLS

Every faction has three unique spells at their disposal: two faction spells and one relic spell. These spells can have various effects on your wizards and/or opponents (see the 'Faction spell overview' and 'Relic spell overview' on pp. 18 and 19).

Faction spells

Faction spells are 'lesser' spells which can be cast if you roll the spell icon at the start of your turn.

PLEASE NOTE! The spell must be cast immediately after rolling the dice. You cannot save it for later.

Relic spells

Relic spells are powerful spells which can only be cast through the use of mana. The amount of mana needed is indicated next to the mana icon on your spell card. When you have gathered the necessary mana, you may cast your relic spell at any time during your turn. Then place the required mana crystals back in the supply.

PLEASE NOTE! You may perform your relic spell multiple times in the same turn, as long as you can turn in the required mana crystals.

faction spell

relic spell

mana icon



END OF THE GAME

You can win the game in one of two ways:

- When you bring one of your opponents' relics to your fortress marker.
- When all of your opponents' wizards are exhausted, and you have at least one active wizard left over.



FAQ

- **'Alpha Offering' and 'Wizard Reborn'** – what happens when multiple players have equally as many active/exhausted wizards? In that case the instructions count for all tied players.
- **'Firestorm' and 'Teleport'** – which player first chooses an active wizard for these effects? The player whose turn it is chooses first. Then the other players choose in clockwise order.
- **'Fog of War'** – a wizard with one step (left) is standing on one of the corner boards and wants to cross to the middle board via a bridge; can the wizard take this step, despite the step reduction coming from the event card? Yes, they can. The step reduction only counts for any steps taken while the wizards are already on the middle board.
- **'Night-time'** – what happens if I have no active *Healer*, *Scout* or *Thief* left? You can still take actions with your other wizards (if they are active), except move.
- **'Night-time'** – what happens if all players have no active *Healer*, *Scout* or *Thief* left? In that case you place the event card at the bottom of the event card deck, but you also do not draw a new event card. Therefore, there is temporarily no event card in effect.
- **'Pumple the Giant Toad'** – what happens if there are multiple spaces with equally as many active wizards? In that case, the player whose turn it is chooses one of these spaces and places Pumple on the chosen space.
- **'Undead Servant' and 'Walking Dead'** – can you always move your exhausted wizards two steps with this (relic) spell, even when they would normally take a different number of steps? Yes, you can. When you cast these spells, you can ignore the number of steps these wizards would 'normally' take.
- **All my wizards are exhausted, what happens now?** In that case you still roll the dice at the start of your turn, but then pass on your turn to the next player. You can still cast spells and relic spells, as long as this is possible without any active wizards. **PLEASE NOTE!** The event card 'Wizard Reborn' can heal one of your exhausted wizards.
- **What happens if an event card such as 'Bridge Troll' or a spell such as 'Exploding Corpses' results in all wizards of all players becoming exhausted at the same time?** In that case the game ends in a draw.
- **When an ability, event card or spell uses the terms 'next to this space', can this also be applied to bridge passages and secret passages?** No, because the spaces next to bridges or secret passages are not considered to be 'adjacent to each other'. Therefore, spells such as 'Meteor Shower', 'Stone Walls' and 'Revive' have no effect beyond a bridge or secret passage.





FACTION SPELL OVERVIEW



ELEMENTALISTS

Meteor Shower

One active enemy wizard per space on or next to the space of your *Invoker* becomes **exhausted** (regardless of their condition). After casting this spell, the condition of your *Invoker* does not change, but they may not perform any other actions this turn.

PLEASE NOTE! This spell cannot be cast if your *Invoker* is exhausted and the effect of spell does not work across bridges or secret passages.

Stone Walls

Until the start of your next turn, the defending-skill of your *Guardian* also applies to adjacent spaces. Wizards on these spaces cannot be attacked.

PLEASE NOTE! This spell cannot be cast if your *Guardian* is exhausted, and the effect of spell does not work across bridges or secret passages.



ILLUSIONISTS

Relic Mirage

Flip over one of your opened chests (or revealed relics) so that it is closed again, regardless of where it is on the game board (unless it is carried by a wizard). You may then switch the position of two of your closed chests.

PLEASE NOTE! After flipping a chest marker, there must be at least two closed chests to perform the switch. You may also switch chests if you were not able to perform the first part of the effect.

Foresight

Look at the top card of the event card deck. Then place the card back on the deck. You do not have to share this information with the other players.



NECROMANCERS

Walking Dead

You may move each of your exhausted wizards up to two spaces, without changing their condition. These exhausted wizards may not perform any other actions this turn, but your other (non-vulnerable) wizards can.

Exploding corpses

Choose one of your exhausted wizards on the game board. All wizards on the same space become **exhausted** (regardless of their condition), including your own wizards!



SPIRITUALISTS

Revive

Heal all your exhausted wizards on and adjacent to the space of your *Healer*. After casting this spell, your *Healer* does not become vulnerable, but may not perform any other actions this turn.

PLEASE NOTE! This spell cannot be cast if your *Healer* is exhausted and the effect of spell does not work across bridges or secret passages.

Forest haste

Your *Healer*, *Scout* and *Thief* do not become vulnerable after performing the move action.

PLEASE NOTE! Your *Healer*, *Scout* and *Thief* do still become vulnerable after performing any of the other actions this turn.

RELIC SPELL OVERVIEW



ELEMENTALISTS

Elemental Storm

All active enemy wizards on the same space as your active wizards become **vulnerable**. If they were already vulnerable, they become **exhausted**. After casting this relic spell, the condition of your wizards does not change, but they cannot perform any other actions this turn.

Cost:

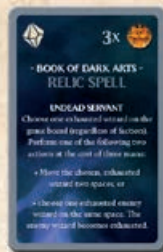


ILLUSIONISTS

Santigo's Portal

Choose two of your non-vulnerable wizards and switch their position. These wizards become **vulnerable** and may not perform any other actions this turn.

Cost:



NECROMANCERS

Undead Servant

Choose one exhausted wizard on the game board (regardless of faction). Perform one of the following two actions at the cost of three mana:

- Move the chosen, exhausted wizard two spaces, or
- choose one vulnerable enemy wizard on the same space. The enemy wizard becomes **exhausted**.

Cost:



SPIRITUALISTS

Spiritform

This turn, all of your active wizards may perform actions without becoming vulnerable as a result.

Cost:



OUR
GAMES



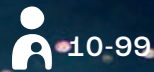


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2-4



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.