

# Five Seals of Magic

*Who will be  
the next Archmage?*

The players explore the dungeon of the Arcana Tower in search of powerful spells. The way to these scrolls is blocked by magical seals of the four elements. These elements are represented by dice of four matching colors. They can break seals of the same color to clear a path to the scrolls.

Mages must also keep an eye on their opponents and use their own powers at the right time and at the right place. The collected scrolls can be used to manipulate dice and other elements of the game. This can break stronger seals and open the way to more powerful scrolls. The player who collects the most powerful scrolls wins the game.

## *The game includes:*

- 24 colored dice  
(6 for each element: Fire, Water, Earth, and Air)
- 5 mage + 5 guardian + 5 familiar figures
- First player marker
- 125 scroll cards
- 120 magical seal tokens
- 5 Binding scrolls
- 6 two-sided board segments

