

THE SPELLFLUX SPIRE

Within the Aurelian Stormvault lies the Spellflux Spire. It is a cursed contraption of great arcane power – and also a mini-game in which four spellcasters trapped within the construct must use their powers to compete against each other for survival.



Deep in the Aurelian Stormvault the Spellflux Spire stirs, awakened by the tumultuous arcane energies of the necroquake. The bonds that once rendered it inert are sundered, and the wards that kept its voice silent have been undone. Now it whispers on the winds of magic to all who speak that obscure language – the witches, spellcasters, and mages of the Mortal Realms.

A crystalline construction of turning spheres and twisting platforms, it is a trap of devious genius, designed to lure and capture wizards of all kinds so that their magical essences may be drained from their physical forms.

When Nagash unleashed the necroquake from Shyish, magic across all of the realms was violently disrupted, surging in great waves that could not be controlled even by the most adept mages. That energy undid the wards that concealed Sigmar's Stormvaults, releasing the treasures and curses lurking within. The Aurelian Stormvault in Chamon is no exception, and as the other horrors of the necroquake terrorise the lands, the spellcasters of that region find themselves haunted by more than just gheists.

The Spellflux Spire speaks to spellcasters in their dreams, manifesting in the form of runes, unintelligible and yet strangely familiar to those who see them. When the wizard tries to cast spells as they used to, these runes flare into being instead, burning their shape into the air.

Over time, the voice grows louder and more persistent, robbing the victim of any peace. Finally, they will give in, leaving their homes to follow the voice to where the Aurelian Stormvault is hidden. Pulled inside, these hapless mages stumble blindly along the dark corridors of that ancient tomb, until they come to the vast chamber in which the Spellflux Spire is housed. As soon as the bewitched mages step inside, the entrances are sealed as if they had never existed. Only when it is too late do the spellcasters realise their fate – that they have been drawn like a moth to a flame into a deadly trap.

Driven by the voice to compete for their freedom, they must use their powers against each other to survive. Yet even if they are victorious, their fate is grim. If they remain here, they will become nothing more than crystal husks, their spirits devoured and their bodies eventually crumbling away to nothing.

PLAYING THE SPELLFLUX SPIRE

To play *The Spellflux Spire*, you will need four aspiring wizards (or players) and four wizard models. Any wizard models can be used, but the *Collegiate Arcane Mystic Battle Wizards* set is ideal, as it provides you with four unique Battlemages that can be built as wizards from four different realms.

The *Spellflux Spire* is a four-player turn-based board game with players vying to ascend to the centre circle. **The first wizard to ascend to the centre circle wins.** The board is made up of concentric circles, with players moving wizards clockwise around the circled paths.

Each wizard has a starting space, with a rune assigned to them before the game. This location is marked with a coloured rune that also represents the entry point for that wizard to enter the inner circle.

As the wizards race to ascend to the centre circle, they can cast and unbind spells to thwart their rivals' plans. Wizards who are the victims of these spells can become exhausted, which will slow their progress to the centre circle. Always be on the lookout for other wizards you can target with your spells!

Over the duration of the game, each wizard will try to accrue points of power. Having more points of power allows a wizard to cast better spells

and move closer to the centre. Place a six-sided dice (D6) beside each player. This is how many points of power that player's wizard has. A wizard cannot have more than 6 points of power – if they would gain any more than 6, these extra points are ignored.

A wizard's points of power cannot be reduced lower than 0. When a wizard reaches 0 points of power, they become exhausted. When a wizard becomes exhausted, place that wizard's model on its side. An exhausted wizard can only make the **Recover** action.

SET UP

The players choose which rune they wish to use for the game and place their wizard on the selected rune on the outer circle. Each wizard begins the game with 5 points of power.

The youngest player takes the first turn with their wizard, then the player to their left, and so on.



TURN

In each player's first turn, their wizard must make a **Move** action with their wizard. If this **Move** action would result in that wizard casting a spell, do not cast a spell.

In each player's subsequent turn, their wizard can perform one of four actions:

- **Recover**
(if your wizard is exhausted)
- **Move**
- **Gather Power**
- **Cast Spell**

RECOVER

Their strength drained, the wizard must rest in order to be able to face the challenges that lie ahead.

If your wizard is exhausted, you must make a **Recover** action. When an exhausted wizard makes a **Recover** action, stand them up and gain 1 point of power. Your turn immediately ends.



MOVE

Seeing a clear route ahead, the wizard strides along the crystal platform.

When your wizard makes the **Move** action, roll a D6 (remember to avoid rolling your power level dice!). Move your wizard that many spaces clockwise on their current circle. If the result of that roll is 6, that wizard moves 3 spaces clockwise on their current circle and then makes a **Cast Spell** action.

If a wizard finishes a **Move** action on their assigned rune of power, they immediately ascend to the next circle. That wizard is then placed on their rune on the next inner circle that is closer to the centre.

If your wizard ends a **Move** action on a different rune of power, they immediately gain 1 point of power. Wizards do not generate a point of power if they move onto their rune of power when entering an inner circle.

A wizard cannot ascend to the centre circle through their rune. Instead, you must have 6 points of power and spend 5 of them to use the Teleport action.

You can never move a wizard from an inner circle to an outer circle.

Teleport

The wizard vanishes in a blinding flash of light, only to appear again on an inner platform, their sacred rune at their feet.

Instead of moving normally, a wizard can teleport. If you have 6 points of power, you can spend 5 of them to teleport your wizard to their rune of power on the next inner circle.

Occupied Spaces

If your wizard finished a **Move** action in a space that contains another wizard, the other wizard is moved 3 spaces anti-clockwise. If, after moving 3 spaces, that wizard is in the same space as another wizard, move the other wizard 3 spaces anti-clockwise and so on. If your wizard is moved onto a Rune of Power in this way, you gain 1 point of power as normal. A wizard cannot ascend to an inner circle if they are moved onto their rune of power in this way.

GATHER POWER

Drawing on the wild arcane forces that abound in this place, the mage grows in power until they are able to achieve great feats of wizardry.





When your wizard makes the **Gather Power** action, you gain D6 points of power. If the roll for the **Gather Power** action is a 6, that wizard gains 3 points of power and then makes a **Cast Spell** action.

If your wizard starts their turn on a rune of power and makes a **Gather Power** action, you can roll 2 dice instead of 1, and pick one result when determining how many points of power you gain.

CAST SPELL

Summoning forth their innate arcane abilities, the wizard unleashes a spell.

You must have at least 2 points of power in order for your wizard to make the **Cast Spell** action. To make the **Cast Spell** action, choose which spell is to be cast from the list that follows.

Some spells require a wizard to select a target. When this is the case, you can pick any other wizard on the board as the target of a spell.

Then roll a D6 and reduce your points of power by an amount equal to the roll. If this reduces your points of power to 0, your wizard becomes exhausted after the spell is cast.

The player whose wizard was the target of the spell can then, if they wish, roll a D6. If the roll is equal to or higher than the roll made by the player whose wizard is taking the **Cast Spell** action, the spell is unbound and has no effect. Whether the spell is unbound or not, the player whose wizard is the target of the spell must reduce their points of power by an amount equal to their roll. If this reduces their points of power to 0, their wizard becomes exhausted after the spell is cast.

Fireball:

A blast of fiery energy jets from the wizard's outstretched hands, turning all in its path to ash.

The target wizard is moved 1 space anti-clockwise and exhausted. A wizard cannot ascend as a result of this action.



Drain Power:

The wizard focuses on their foe, draining their arcane energy until they are little more than a wasted husk.

The player whose wizard was the target loses 2D6 points of power.

Wings of Fire:

The wizard moves faster than the eye can see, their movements accelerated by the rushing winds of magic that roil all around.

Roll 2D6 and choose one of the results. Your wizard makes a **Move** action of that many spaces. If you choose a 6, your wizard moves 3 spaces forward and then makes a **Cast Spell** action other than Wings of Fire.

If a wizard who casts Wings of Fire has its power level reduced to 0 as a result of casting the spell, the wizard completes any **Move** it makes and (if applicable) any additional **Cast Spell** action before it is exhausted. You do not gain a point of power if this spell moves your wizard onto a rune of power. A wizard cannot ascend as a result of this action.