

Sistarra, the Arcane Academy in Sortilege

MAGE WARS® ACADEMY

RULEBOOK & CODEX

SETUP

Mage Wars® Academy

Dairyn stepped up to the rustic wooden door which bore the sign "final exam". Until now, he and his fellow students had been barred from entering this room. He drew a deep breath and slowly opened the door on its ancient creaking hinges.

Upon opening the door, he was astonished—it was just like the great arena in Westlock…only smaller. He stood at one end of the room and watched as his fellow student—and now opponent—entered the room in the same manner, and with the same awe as he had. They both had prepared for this, they both had studied, and they both knew that this was to be their biggest test at the Academy. Instinct immediately told him that his master would not call "halt" should things go badly for him...

Welcome to *Mage Wars® Academy*! You have reached the climax of your studies as a "Mage in training", and now stand ready to face off against another student—one of an entirely different school and ideology! How will your battles turn out? **Your** actions will determine who is the victor… and who tastes bitter defeat!

If you want to get up and running fast, why not go to our website and watch a quick video tutorial designed to get you playing your first duel quickly!

www.magewars.com

COMPONENTS


2 FOUR-POCKET SPELLBOOKS



2 STATUS TRACKERS



INITIATIVE MARKER


2 MAGE CARDS


2 MAGE ABILITY CARDS


131 SPELL CARDS


2 QUICKCAST MARKERS


6 ATTACK DICE


1 12-SIDED EFFECT DIE



CONDITION MARKERS



DAMAGE COUNTERS



GUARD MARKERS



TOKENS

Before you begin, you and your opponent each should choose a Mage to play; the **Beastmaster** or the **Wizard**. Each of these Mages has his own unique play style and strategy. Future expansions for Mage Wars® Academy will allow you play new exciting Mages and add to your collection.

You will need your own spellbook filled with spell cards. For your first few games, we recommend that you fill them with the cards listed under "Suggested Spellbooks" on page 3. Note that your cards are wrapped in 3 packages. The package with the Beastmaster card on top is for the Beastmaster, and includes his mage card, his ability card, and all of his starting spells. Likewise, there is a Wizard package.





STARTING SETUP

SUGGESTED SPELLBOOKS

If this is your first time playing Mage Wars® Academy we recommend that players use the spellbooks listed below.

Beastmaster

Equipment	
Emerald Elk Stave	1
Johktari Hunting Knife	1
Leather Chausses	1
Wychwood Ironvine	1

Creatures	
Darkfenne Asp	1
Pellian Lynx	1
Rajah, Jungle's Talon	1
Razortusk	1
Ridgeback Skunk	1
Slavörg, Fang of the First Moon	1
Tarraki, Thousand Bites	1
Wychwood Faerie	1
Wychwood Hound	3

Enchantments	
Badger Frenzy	2
Gator Toughness	1
Iguana Regrowth	1
Joined Strength	1
Panther Stealth	1
Tangleroot	2
Wolf Fury	2

Incantations	
Crumble	1
Disperse	1
Group Mend	1

Attacks	
Lightning Jolt	1

Wizard

Equipment	
Rod of the Arcanum	1
Sistarran Robes	1
Wispwillow Amulet	1

Creatures	
Azurean Genie	1
Jade Gremlin	2
Lightning Raptor	1
Mana Worm	2
Paralyzing Basilisk	1
Redcrested Cockatrice	1
Sailfin Hydra	1
Satyr Gruff	1

Enchantments	
Dodge	1
Exile	1
Giant Size	2
Minor Essence Drain	1
Shrink	2

Incantations	
Crumble	1
Disperse	1
Mend	1

Attacks	
Arcane Missiles	1
Forked Lightning	1
Lightning Jolt	2
Piercing Thunderstrike	1

Each player places their Mage card, and his matching Ability card, in front of himself. Your Mage's Ability card has some important information about your Mage.



1. Card Type: Your Mage is a Level 4 **creature!**

2. Training: These are the schools of magic your Mage is trained in. (See "Customizing Your Spellbook" on page 19.)

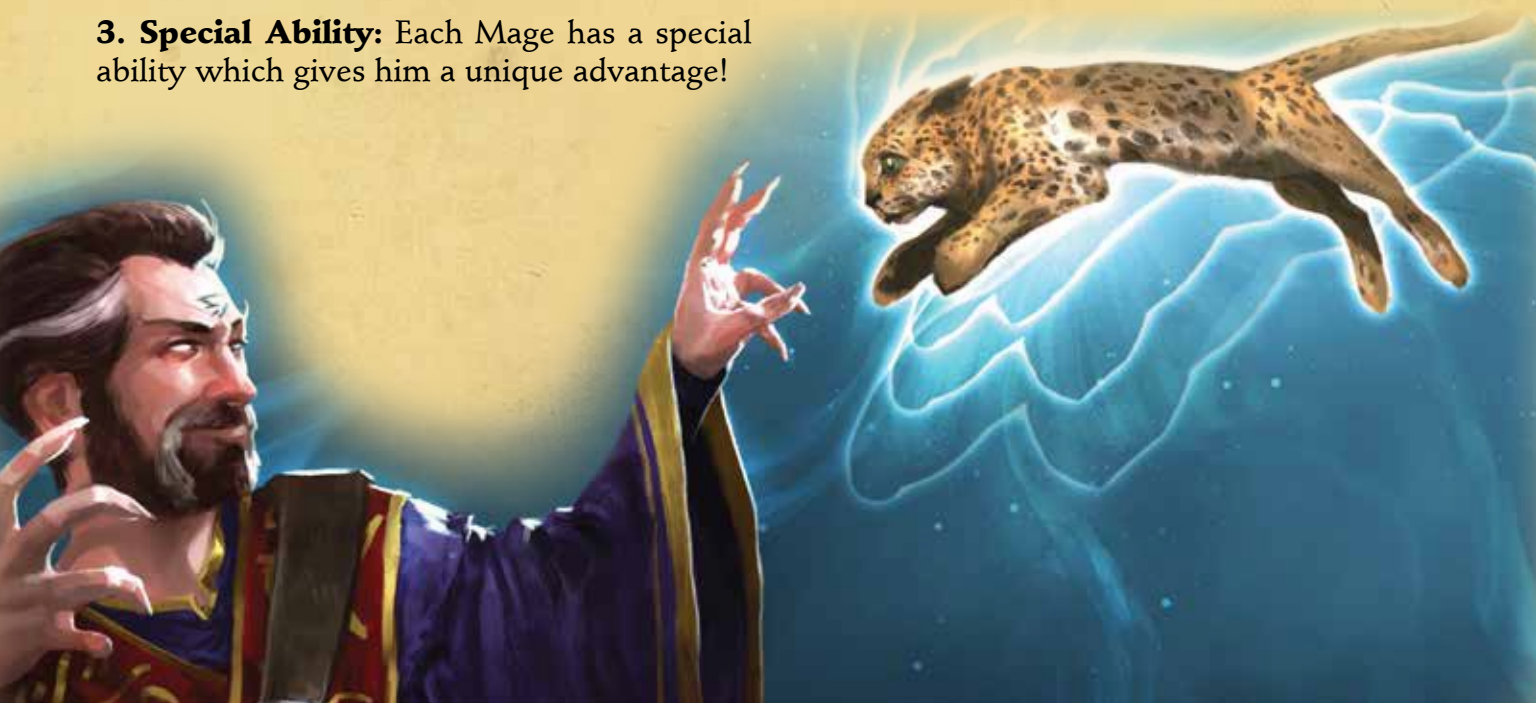
3. Special Ability: Each Mage has a special ability which gives him a unique advantage!

4. Basic Melee Attack: Your mage has a basic attack he can use just like the creatures he summons. (See "The Attack Bar" on page 9.)

All of the other cards in your pack are the spells you can cast during the game. Place these in your spellbook in any order you wish. You may want to sort them on different pages depending on what they do.

Once you are familiar with the game, you can design your own spellbook! The remaining 3rd package of cards are additional spells you can use when you are ready to customize your spellbook. See "Customizing Your Spellbook" on page 19 for all the details.

You'll need some playing space too. The average tabletop should give you plenty of space.



5 SETUP

Each Mage takes a Status Tracker and places it next to his ability card. The first time you play you will need to assemble each status tracker by attaching the 2 rotating wheels using 2 included plastic grommets. You will use the status tracker to keep track of how much mana (magic power) you have, and how much damage you have received.



Rotate the damage dial to show "zero" damage. Rotate the mana dial to show how much starting mana you have. Your starting mana is noted on your Mage Ability card. Most Mages, like the Beastmaster, start with zero mana, while others start with a little more (the Wizard starts with 3).





STATUS TRACKER



Each player places a "Quickcast" marker on his Mage card, face up ("lightning bolt" symbol up).

Place the rest of the pieces near the playing area:

- Six Attack dice
- One 12-sided effect die
- Cardboard markers and counters – sorted by type.

Refer to page 2 for an example diagram illustrating a game of Academy after setup.

As the game progresses you will cast spells and add cards to the play area:

- Creatures you summon are placed beside your Mage, all lined up in the same "row".
- Equipment spells you cast are placed next to your status tracker.
- Each player has his own "discard pile". When a card is discarded or destroyed, it is placed in its owner's discard pile.



Each player rolls the d12 effect die, and the high roll decides who gets the **initiative marker** (and thus "has the initiative" for the first round).

Now you are ready to start. Let the duel begin!

Two Setup Rounds

Academy Mages are students, and their instructors cut them a little "slack" by giving them a little time to set up before their duel begins in earnest.

During the **first two** rounds of the duel, all Mages and creatures cannot make any attack (whether by a spell or creature). Also, neither player may cast a spell or use an ability which targets his opponent, or one of his opponent's objects.

Once you play a few duels, you will find you can move through these first two setup rounds very quickly.

SPELL CARDS

The cards in the game are called "spells". Each spell in your spellbook can only be used once (but some spells stick around for a while until they are destroyed).



1. Spell Type: There are 5 types of spells in this core set; creatures, equipment, enchantments, incantations, and attacks. See details for each of those spell types later in these rules.

2. Range: Note that the range icon and numbers have no effect or meaning in *Mage Wars® Academy*. It is important only if you wish to use this card in *Mage Wars® Arena*.

3. School & Level: There are 10 different schools of magic. Spells have a Level number, usually 1, 2 or 3, but sometimes higher. This information is important when customizing your spellbook. See "Customizing Your Spellbook" on page 19.

4. Traits: Some spells have special abilities summarized by a keyword. Look up traits in the Codex at the end of these rules.

"What is Mage Wars® Arena?

The spells in *Mage Wars® Academy* are just like the spells in *Mage Wars® Arena*. In fact, you can use your *Academy* spells in your *Arena* games!

Arena is the predecessor and big brother to ***Academy***. *Arena* has many exciting additional concepts, spells, and abilities which add strategy and realism to the game!

Arena has a much larger play area, divided into a number of smaller areas called "zones". Creatures can move from zone to zone during the game. In *Academy*, the arena is much smaller, and has only one "zone" which encompasses the entire play area. Anything that affects the zone will affect **everything** in the game when playing ***Academy***.

Find out more about *Arena* by visiting us at **www.magewars.com**.

THE GAME ROUND

A single game of *Mage Wars® Academy* is called a "duel". Duels are always fought between two Mages, and continue until one Mage or the other is "defeated"— by receiving damage equal to or greater than their life.

Duels are played in **rounds**. Each round is further divided into three **phases**, which are played by **both** players in the order listed:

1. Reset Phase
2. Upkeep Phase
3. Action Phase

Each phase must be completed by **both** players before either player can begin the next phase. When the Action Phase is over, the next round begins with the Reset Phase.

1. RESET PHASE

During the Reset Phase, each player will "reset" his cards and markers to show that they are ready for use this round. Your Reset Phase is divided into four steps:

Step 1: Pass Initiative

The player with the initiative marker passes it to his opponent (for the **first** round, roll the d12 effect die, and the high roll decides who gets initiative). His opponent will have the initiative this round.

Step 2: Reset Creatures

Turn all of your creature cards so they are in the "active" position.

A creature card can be "active" or "inactive". Cards that are **active** are turned so they are "straight", with the text on the card facing the card's owner. Cards that are **inactive** are turned so they are "sideways".

Your Mage is a creature too, so be sure to turn his card so that he is active during this step.

Active vs Inactive

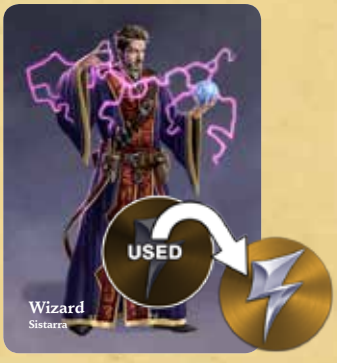


Note: You can enhance your game play experience by buying *Mage Wars®* "Action Markers" separately at your local hobby store or our online store. These handsome wooden markers are used to track if a creature is active or inactive. Visit **store.arcanewonders.com** for more details!



Step 3: Flip Markers

If you control any markers that are face down, flip them over so they are face up. For this core set, this is the step where each Mage will flip his "Quickcast marker" to the ready side.



Step 4: Channel Mana



This is when your Mage gets more mana for his mana supply. Each Reset Phase, your Mage gains mana equal to his Channeling ability. For this core set, each Mage will channel (gain) 7 mana during this step. Rotate the mana dial on your status tracker to show how much mana you have. Note that since the Wizard starts with 3 mana, he will have 10 mana at the end of this step to use in the **first** game round.

Important: There is no limit to the amount of mana you can have in your mana supply. Once you gain mana, it stays in your supply until you use it or some game effect forces you to lose it. Mana does not "expire" at the end of each round.

2. UPKEEP PHASE

After both players have finished all steps of their Reset Phase, it is time for the Upkeep Phase.

Sometimes there will be certain effects in play, such as **Regenerate,** that are resolved during this phase. These effects are described in the Codex, which begins on page 22.



You always resolve all effects that affect cards you control. If you have more than one effect to resolve during the Upkeep Phase, you choose which order to resolve them.

As soon as both players have resolved all effects that they need to, the Upkeep Phase ends and the Action Phase begins.

3. ACTION PHASE

The Action Phase is the "heart" of *Mage Wars® Academy*. During this phase, you can cast spells, attack your opponent's creatures, and your friendly creatures can take actions. At the start of the game, each player has only one creature in play (his Mage). As the game progresses, players may cast spells which summon additional creatures into the game. During the Action Phase, **every** creature (including Mages) may **each** take **one action**.

The players alternate taking turns. On your turn, you **must** choose **one** of the **active** creatures you control to take an action. The player with the initiative marker takes the first turn.

When you choose a creature to act with, it is called **activating** that creature. Taking its action is known as a **creature activation**.

After a creature's activation, that creature becomes "inactive". To show this, turn its card sideways. An inactive creature cannot be activated again until the next round (when it will "reset" and become active again). However, it may still be able to take actions due to special abilities it has. See "Guarding" on page 12, and "The Quickcast Action" on page 14.

After your creature activation, your opponent may now activate one of his creatures. This continues, back and forth, until there are no more activations left and all creatures are **inactive**.

Note: When it is your turn to activate a creature, if you have **fewer active** creatures than your opponent, you may "pass" and let your opponent go again. In this manner, a player with fewer creatures can delay an activation until a better time to act in the round.

END OF THE ROUND

Once **all** creatures in play have taken their actions, the Action Phase (and the round) ends and a new round can begin.

VICTORY

When a Mage is defeated (by taking damage equal to or greater than his life), the game ends, and his opponent is the winner!

CREATURE ACTIONS

There are three types of actions a creature may take. Each creature may only choose to do **one** of these actions each round:

- Attack
- Guard
- Cast a Spell (Only a Mage can choose this action.)

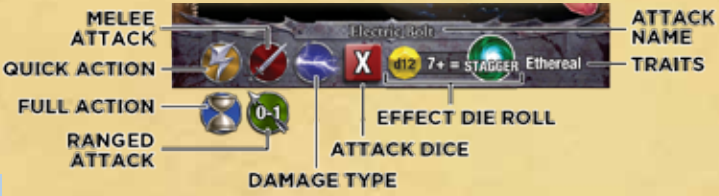
In some instances a creature might choose to **do nothing** for its activation. In which case just simply turn it sideways to show its activation is finished and it is now **inactive**.

Here are the actions described in detail:

ATTACK

The Attack Bar

Each creature card (including Mages) has an Attack Bar that shows how that creature can attack:



- Name – this is the name of the attack.
- Quick or Full Action – Most attacks have a "quick action" icon, but some attacks are slower and have a "full action" icon. This icon is used only for certain spells or effects which reference the term "quick" or "full" action (see "Counterstrike" on page 12). This icon has greater significance if you use the card in *Mage Wars® Arena*.

- Most attacks have a "melee" icon and are "melee attacks". Some attacks have a "ranged" icon which means they are "ranged attacks". Ranged attacks are different from melee attacks, because they can **ignore guards** and they do **not trigger a counterstrike** (see "Guarding" and "Counterstrike" on page 12). The ranged icon may have 2 numbers printed on it. This information is only important if using this card in *Mage Wars® Arena*.



- Damage Type – Some attack bars have a "damage type" icon which shows the type of damage being dealt by the attack. In the core set, there are a few spells with the ***lightning*** damage type icon because they deal ***lightning*** damage. This icon is not important in this core set, but future spells will give creatures a special weakness or resistance to certain types of damage.
- Attack Dice – This is the number of attack dice you will roll for the attack.
- Effect Die Roll – Some attacks have a yellow effect die symbol with a special effect listed to the right. When using one of these attacks, you roll the d12 effect die in addition to the attack dice. There is a chance you will inflict an additional special effect.
- Traits – The attack may have one or more special traits listed. You can look up these items in the "codex" at the end of the rules.

Making an attack has 4 Steps to it:

1) Declare Attack
2) Defense
3) Roll Dice
4) Counterstrike

1 - Declare Attack Step

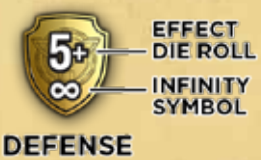
In order to attack, you must declare the attack, by stating which of your creatures are attacking and which one of your opponent's creatures will be the target of that attack (also known as the **"defender"**).

When a Mage attacks, they may be able to choose from several different attacks they can use, and they **must** announce **which** attack they are using.

2 – Defense Step

During this step the defender has an opportunity to use a Defense to avoid the attack.





Some creatures have a Defense, represented by a Defense icon on their card. The Defense can only be used against the **first** attack the defender receives each round, unless it has the "infinity" symbol on it, which means it can be used against **every** attack.

Roll the effect die: If you roll the number shown on the Defense icon or higher, the attack is **avoided** (no dice are rolled by the attacker, and the defender receives no damage or effects).

Note that some creatures may have a special ability or an enchantment on them which counts as a Defense. For example, the *Jade Gremlin* has such an ability.



Each defender may only use **one** Defense against each attack. If they have more than one Defense available, they must choose which one will be used.

3 - Roll Dice Step

If the attack is not avoided, the attacker rolls dice and assigns damage and effects to the defender. The attacker rolls the attack dice, and the effect die (if the attack has an "effect die" icon). (Note that spells and effects which reduce your attack dice cannot reduce them below 1 die). Then proceed as follows:

1. Critical Damage: Count the number of "starburst" symbols you rolled — this is called "critical damage" and it ignores the target's armor. The defender receives that many points of damage.

2. Normal Damage: Then, add up the values you rolled on the other dice — this is called "normal damage".

3. Subtract Armor: Subtract the target's armor value from the normal damage. The result is the number of points of normal damage the defender receives. Armor can reduce normal damage to zero, but it can never be a **negative** value.

4. Mark Damage: Add up the total damage received by the defender from steps 1 through 3 above. Mages will note their damage using their Status Tracker. If they gain more than 20 damage, they can place a "20" damage counter on their Mage card, then use their status tracker to record the rest. Non-Mage creatures track damage they receive by placing damage counters on their card. If the defender has now received total damage **equal to or greater than** its Life value, that creature is destroyed and is placed in its owner's discard pile. If the **destroyed** defender was a Mage, then the attacker has won the duel!







5. Assign Effects: If the attack rolled an effect die, and the number rolled is equal to or greater than the number listed on the attack bar, place a matching condition marker on the target. For example, the *Lightning Raptor's* attack bar says "7+ = Stagger". If you roll a 7 or higher on the effect die, place a **Stagger** condition marker on the defender.



4 – Counterstrike Step

If the defender is able to counterstrike the attacker, it does this now. See "Counterstrike" on the next page.



Conditions

This core set has two types of conditions that can afflict a creature: **Stagger** and **Weak**. When a creature receives one of these conditions — because of a spell or attack — place a matching condition marker on that creature.

Condition markers "stack" (a creature can have several of each on them). The effects are cumulative. For example, if the creature has 3 Weak conditions on it, it will roll 3 less dice for each attack it makes. Stagger condition markers are removed at the end of the creature's next activation. Weak conditions remain on a creature for the rest of the game!

Each of these markers has a "removal cost" of 2. This cost will be used by future spells which enable you to remove conditions.



Look up "Stagger" and "Weak" in the Codex on page 22.



GUARDING

A creature can protect other friendly creatures from melee attacks by **guarding**. If a creature chooses to guard for its action, place a guard marker on it.



When an **enemy** creature makes a **melee** attack, it **must** attack one of your guarding creatures (if you have one). Using guards is great way to protect your Mage!

Counterstrike



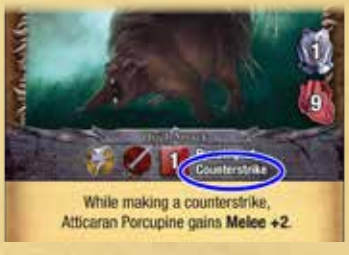
A creature who is guarding also gains the ability to counterstrike! If the creature has a **quick action melee** attack, that attack gains the **Counterstrike** trait. (Note that **full action** and **ranged** attacks cannot be used to counterstrike.)

Immediately after receiving a **melee** attack, a creature who has an attack with the **Counterstrike** trait (either printed on the card, or gained by guarding) can use that attack against their attacker. This attack is conducted just like a normal attack, following the steps outlined above.

Using a counterstrike is always optional. A creature does not have to use its counterstrike.

Note: Since the Counterstrike occurs **after** being attacked, if your guarding creature is destroyed by the attack, it won't get to Counterstrike!

Some creatures, like the *Atticaran Porcupine*, have a "built-in" counterstrike (their attack bar lists the **Counterstrike** trait). He will get to make a counterstrike against **every** creature that **melee** attacks him.



You cannot make a counterstrike against a **ranged** attack.

Removing Guards

Once a guarding creature receives a **melee** attack, and has made a counterstrike (or chosen not to), **remove its guard marker**. The guard marker is removed even if the attack against the guard was avoided or did not deal any damage.

If the guarding creature is **not** melee attacked this round, it can retain its guard marker until it activates again. **Whenever a creature is activated, you always remove its guard marker.**

Note that if the creature is active, it will remain active, even after being attacked and losing its guard marker. This will allow it to still activate that round, and thus it could choose to attack or guard (again!).

A good tactic is to attack enemy guards with your **weaker** creatures first, thus allowing you to use your more powerful creatures to attack better targets.

Ignoring Guards

- Ranged attacks ignore guards and can choose and attack any target creature. Also, a ranged attack does **not** remove a guard marker.
- Some creatures have the **Pest** trait and can be ignored when they are guarding. See "Pest" in the Codex.
- Some creatures have the **Elusive** trait and can ignore guards when they attack. See "Elusive" in the Codex.
- A **minor** creature with the **Stagger** condition cannot guard. It loses its guard marker (if it has one), and cannot choose the "Guard" action.

CAST A SPELL

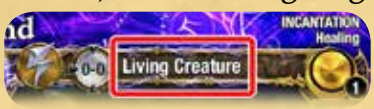
As his action, instead of guarding or attacking, your Mage can choose to **cast a spell** from your spellbook. Only Mages have this ability — other creatures cannot cast spells!

Casting a spell is an action with 2 steps:

1) Declare Spell Step
2) Resolve Spell Step

1 - Declare Spell Step

In order to cast a spell, you must choose the spell card you want to cast from your spellbook—you cannot cast a spell if you don't have the spell card!
Then, you must choose a target for the spell. Each spell card shows you what that spell can target when it is cast, such as "Living Creature" (meaning that it can only target a Living creature – note that all creatures in this core set are Living). If the target says "Zone", then it is targeting the entire play area.



Then, you must pay mana from your mana supply equal to the spell's casting cost. If you don't have enough mana in your supply, you cannot cast the spell. Rotate the mana dial on your status tracker to show the mana has been spent.



Note that some spells have a variable casting cost, which is shown by the letter "X". The spell text will explain what the value of "X" is.

You announce the spell and its target, then pay its casting cost.

2 – Resolve Spell Step

The spell is cast and now resolves! If it is a creature, equipment, or enchantment spell it becomes an **object** in the game and is placed in its appropriate place in the play area. Incantations and attacks spells have an effect when they resolve, and then are placed into your discard pile. See more details under individual spell types starting on page 15.

THE QUICKCAST ACTION

In addition to the normal action they take when activated, each round your Mage may take an additional special action called a **Quickcast**. The Quickcast action can be taken **before** or **after** any friendly creature activation (including the Mage's activation). Because it is a special additional action, it can be used even while the Mage is **inactive**.

The Quickcast action can be used **only** to cast a **Quick Action** spell (a spell with the "gold lightning bolt" icon). It cannot be used to make an attack, guard, or any other action.



It cannot be used to cast a **Full Action** spell (a spell with the "blue hourglass" icon), such as a creature spell.

- **Full Action** spells can only be cast as your Mage's action during his activation.
- **Quick Action** spells can be cast as an action during his activation, or by using his Quickcast action.

Playing Hint: *Your Mage can cast* ***two*** *spells per round: one using his normal action, and a second using his Quickcast action.*

After you take your Quickcast action, flip the Quickcast marker on your Mage face down to show that it has been used for this round. It will flip back over and be ready for use again after the next Reset Phase.





SPELL TYPES

There are five types of spells in the game, each described separately below:

Creatures



Creature spells summon a new creature into the arena to help you battle your enemies. The target line for a creature card is "Zone", which means they are summoned into the play area. When you cast a creature spell, place the card face up beside your Mage card. Players will find it easiest to keep all of their creatures in a single row.



Creatures always enter play "inactive" (turned sideways), and cannot take an action during the round that they are summoned.

Note: All creature spells are **Full Action** spells, so you cannot use your Quickcast action to cast them.

Creatures have a Life and Armor attribute, and an attack bar on their card. Some may additionally have a Defense icon (see "Defense Step" on page 10). Creatures remain in play and will continue to fight for you until they are destroyed (taken damage equal to or greater than their Life). When this occurs, place it in your discard pile.

Some creatures may have a special ability printed on their card. Others may have one or more special keyword traits which you can look up in the Codex at the end of these rules.

Equipment



Equipment spells always target a Mage. Usually you will target **your** Mage, but future expansions will have equipment that you'll want to put on an **enemy** Mage!

When you cast an equipment spell, pay its mana cost and place it face up next to your status tracker board where all players can easily see it.

Each equipment item provides some kind of trait, bonus, or special effect for your Mage. Some equipment, such as **weapons**, give your Mage another attack bar he can use when he makes an attack. When a mage makes an attack, he must choose which attack bar he is using for that attack.

Each equipment spell has one or more location icons on it. A Mage can only have one equipment item for each **location** (exception:

Rings – a Mage can have 2 rings). If a Mage casts a second equipment spell for the same location on himself, it replaces the previous spell - return the old equipment to your spellbook. (Note that an enemy Mage cannot use this trick on you! They cannot cast an equipment item on your Mage in a location already taken.)



Equipment is attached to the Mage, and remains in play until destroyed (by a spell) or is replaced with another equipment spell. When this occurs, place it in your discard pile.

EQUIPMENT LOCATIONS


Helmet


Amulet


Breeches


Cloak


Ring


Shield


Chest Piece


Belt


Weapon


Boots


Gloves

Enchantments



Enchantment spells target an object (like a creature) or the zone. Unlike other spells, enchantments come into play "hidden" (face down) so your opponent does not know what it is! When you cast the enchantment, place it face down underneath the object it enchants (but leave it partially sticking out so everyone can see that the object has an enchantment). If it targets the zone, place it face down in the middle of the play area.

Enchantments have two parts for their casting cost at the top of their card:

The first cost, with the "closed eye" icon, is the **hidden** cost, which is always 2 mana. When you first cast the enchantment you will pay 2 mana and place it face down as described above.



The second cost, with the "open eye" icon, is the **reveal** cost. This is what you pay later when you wish to reveal the enchantment (turn it face up). The **casting** cost for the enchantment is the sum of the hidden + reveal costs.

As long as the enchantment remains hidden, it has no effect on the game. In order for the enchantment to take effect, it must be "revealed." You may reveal any enchantment you control after any phase, step, action, or activation, even

during your opponent's turn! You can reveal an enchantment **immediately after it is cast** if you wish. When you reveal it, flip the card face up, pay the reveal cost, then follow the instructions on the enchantment card. Revealing an enchantment does **not** count as an "action".

For example, you might reveal an enchantment:

- Immediately after a creature activates, but before it takes an action.
- Immediately after a creature takes an action (such as "Guarding"), but before another creature has started their activation.
- During an attack, after the Declare Attack Step or the Defense Step, but before the Roll Dice Step.
- When a spell is cast, immediately after the Declare Spell Step, but before the Resolve Spell Step.
- After the Reset Phase, but before the Upkeep Phase.

You cannot **interrupt** a Step after it has started to reveal an enchantment. For example, you cannot interrupt a player who is rolling attack dice and assigning damage to your creature during the Roll Dice Step. You will have to wait until that step is finished.

Normally, you choose when to reveal an enchantment. However, some enchantments have a "mandatory" reveal, noted by a **red** reveal cost icon. These enchantments **must** be revealed at a particular time, as noted on their card's text. If an enchantment specifies a particular time to reveal it, and it is revealed at any other time, it is destroyed and discarded.

Note that you can choose to **not** pay an enchantment's reveal cost when it is revealed – in which case it is destroyed and discarded.



Enchantments are "attached" to their targets. There is no limit to the number of **different** enchantments that can be attached to an object or zone. However, there can **never** be more than **one revealed** enchantment with the **same name** attached to the same object or zone at the same time. Also, you cannot attach a second hidden enchantment that has the **same** name to an object or zone that you have already attached a matching enchantment to, whether revealed or hidden. For example, there cannot be two *Wolf Fury* enchantments attached to your creature.

Enchantments remain in play until they are destroyed (by a spell) or the object they are attached to is destroyed. When this occurs, place it in your discard pile.

Incantations



Incantation spells have an immediate effect on the game. When you cast an incantation, follow the instructions on the card. Then, discard the incantation by placing it in your discard pile.

Attacks



Attack spells are used to attack a creature, following all the normal rules for an attack (see page 9). Like creature cards, they have their own attack bar. All attack spells are always **ranged** attacks.

After the attack is resolved, discard the attack spell by placing it in your discard pile.

Attack spells sometimes say "creature or **conjuration**" in the target line. A conjuration is a type of spell that will be revealed in future *Academy* expansions.

Some attack spells say "**Zone**" as the target, and have the special "zone" icon in their attack bar. These spells will attack every creature in the play area (and every conjuration in future expansions), including yours! Roll for each object separately, one at a time, in any order you wish.





ADDITIONAL RULES

CUSTOMIZING YOUR SPELLBOOK

Part of the excitement of *Mage Wars® Academy* is creating your own unique spellbook. To create a spellbook, you may choose the spell cards you want from any *Mage Wars® Academy* game or expansion. When you design your own spellbook, you must follow these rules:

Each Mage is limited to a maximum number of **spellpoints** in his spellbook. This number is listed on your Mage ability card. You cannot spend more spellpoints than this limit.

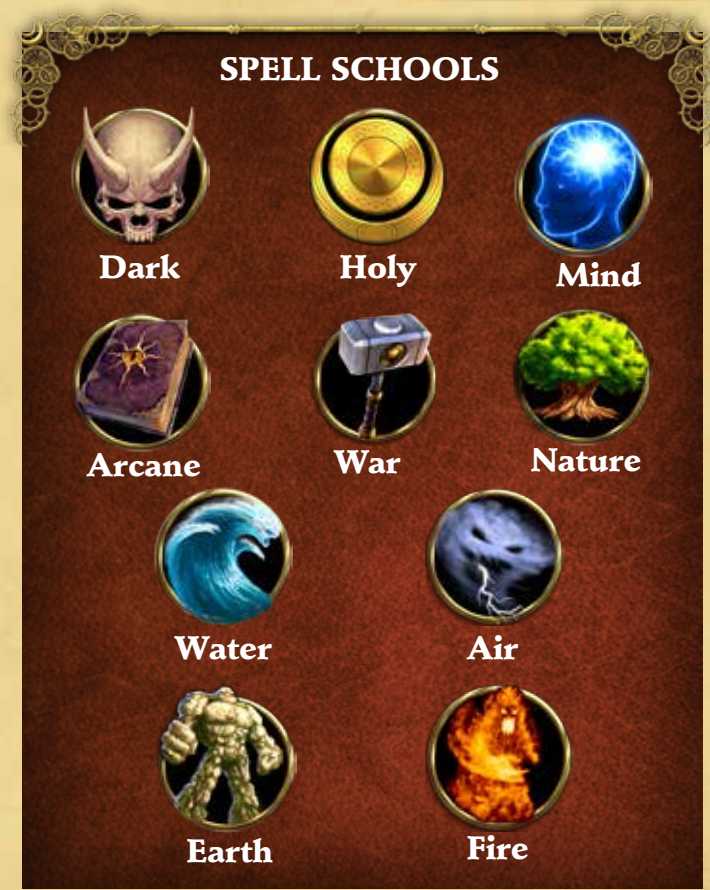
The number of spellpoints you must spend to add a spell card to your Mage's spellbook depends on yours Mage's **training**:



- Spells from schools your Mage is trained in cost spellpoints **equal** to the spell's Level.
- Spells from schools your Mage is **not** trained in cost spellpoints equal to **twice** the spell's Level.
- Some Mages may have to pay even more for spells as depicted in the training section of their Mage ability card. For example, the Beastmaster has to pay spellpoints equal to three times the spell's Level for spells of the ***Fire*** school.

For example, if the Beastmaster wishes to place 2 copies of the *Disperse* spell in his spellbook (a Level 1 Arcane spell), he must use 4 spellpoints (2 copies X 2 spellpoints each). If he wishes to put a





Steelclaw Matriarch in his Spellbook he will pay 3 spellpoints for her (1 copy X 3 spellpoints).

Some spells belong to multiple schools. For example, the *Lightning Raptor* is Level 1 Arcane + Level 1 Air. The Wizard will pay 2 spellpoints for this spell because he is trained in both schools. If he was trained only in Arcane, but not in Air magic, the spell would cost him 3 spellpoints. The Beastmaster, who is not trained in either school, pays 4 spellpoints for a *Lightning Raptor*.

Note that the *Lightning Raptor* is considered a **Level 2** spell. A spell's Level is determined by adding up all of the Levels for each school it belongs to. This information is necessary for certain spells which reference a spell's Level. Note that a Mage is considered a Level 4 creature.



Important: You may not include more than 3 copies of any Level 1 spell, or 2 copies of any higher Level spell.

Some spell cards have a trait such as "_____ **Only**". You can only include a spell of this kind if you are playing the type of Mage listed, or are trained in the school of magic listed. For example, a spell which says "Arcane Mage Only" can be used by the Wizard because he is trained in Arcane Magic, but not by the Beastmaster. A spell with the "Beastmaster Only" trait can only be used by a Beastmaster Mage.

Note: You can expand your library by purchasing additional Mage Wars® spellbooks at your local hobby store or our online store.
Visit **store.arcanewonders.com** for more details!



MULTIPLAYER GAMES

Mage Wars® Academy allows 3, 4, or more players to all play at once. Playing with multiple players can be a lot of fun, and adds great new tactics to the game. You can play a free-for-all or a team game.

You will need an additional *Academy* core set for every 2 players added to the game. Each player will need his own spellbook, status tracker, Mage card, Mage ability card, Quickcast marker, etc.

Free-for-All

In a free-for-all, each player is fighting against all of the other players. The winner will be the sole surviving Mage!

During the Reset Phase, pass initiative clockwise to the player on your left.

During the Action Phase, take turns activating creatures around the table in a clockwise direction starting with the player who has the initiative. When it is your turn to activate a creature, you may **pass** if at least one of your opponents has more active creatures than you.

When a Mage is destroyed, remove his Mage card and all of the objects he controls from the game. Any objects attached to the removed Mage, or his objects, are also destroyed.

In a free-for-all game, guarding creatures only protect **friendly** creatures (including their own Mage). Attackers may ignore guards of other players if they choose to attack a creature or Mage belonging to a **different** player.

Team Games

Two (or more!) Mages can team up and play against another team of Mages!

Each Mage is an independent character with their own spellbook. Mages on the same team can only cast spells from their own spellbook.

Initiative: During the Reset Phase, the initiative will be passed between two teams rather than between the individual Mages.

Activations: During the Action Phase, the teams will take turns activating one creature at a time. When it is your team's turn to act, you may activate any creature that belongs to any Mage on your team. Players on the same team may have to discuss which creature should be activated next. A team may **pass** if the other team has more active creatures.

Quickcast Actions: Before or after any **friendly** creature Action Phase, a team may choose for **one** of their Mages on the same team to use their Quickcast action (if they have not already used it). In other words, each team may use only **one** Quickcast action per creature activation on their team, and may use it either before or after that creature acts. Two or more Mages cannot use their Quickcast actions with the same creature activation.

Equipment: Mages on the same team may cast equipment spells on each other, and they can replace pieces that have already been played (see "Equipment" on page 15). Mages control any equipment attached to them, even if cast on them by another Mage. Note that Mages can only have equipment attached to them if they are not restricted from using it (see "Customizing Your Spellbook" on page 19).

Enchantments: Mages may look at all face down enchantments cast by Mages on their team. This is important to ensure that you do not have two enchantments of the same name cast on the same object or zone.

Guards: In a free-for-all game, guarding creatures protect all friendly creatures and Mages on their team.

Loss of an Ally: If one of the Mages on your team is destroyed, the game isn't over yet! Remove his Mage card and destroy any objects attached to the Mage (such as equipment or enchantments). All of the other objects he controlled remain in play, and control of each object is transferred to another Mage on his team.

Victory: Normally, a team game is played to the bitter end when one team is completely wiped out! However, you could choose to play only until one Mage dies: the first team to defeat an enemy Mage is the victor.

CODEX

Activation
During the Action Phase, players take turns acting with their creatures. When you choose a creature to act with, you activate it. When a creature takes its turn to act, it is called an activation.

Arena
The arena is the play area the battle is fought in. It consists of a single "zone".

Armor
Armor is an attribute printed on creature cards. During an attack, armor is subtracted from the normal damage rolled on the attack dice. It does not reduce critical damage.



Armor +X
This creature's armor is increased by X. If a creature requires multiple "Armor +X" traits, they are cumulative and all will increase its armor attribute.

Channeling
Mages have a Channeling attribute, which is how much mana they collect each round during the Reset Phase.



Controller
Each spell or object in the game is controlled by the player who cast it. Exception: Equipment is controlled by the Mage it is attached to.

Corporeal
All creatures in this core set are Corporeal. Future expansions will introduce creatures which are Incorporeal!

Counterstrike
If a creature is the defender of a **melee** attack, and it has a quick action melee attack with the Counterstrike trait, it may use that attack against the attacker during the Counterstrike Step of the attack. Counterstrike attacks do not trigger or allow additional counterstrike attacks. You may only make one counterstrike attack against each attacker, even if they attack you multiple times in a row. See "Counterstrike" on page 12.

Creature
A creature is an object in the game which can take actions (such as attack or guard). Your mage is a Level 4 creature. See "Creatures" on page 15.

Critical Damage
Critical damage bypasses armor (armor does not reduce the damage dealt). The numbers with a "starburst" symbol on the attack die are critical damage.



Defender
A creature which is being attacked.

Defense
Some creatures have a Defense attribute, which represents an ability to avoid an attack. A defense is normally used against the **first** attack made against that defender each round, unless it has the infinity symbol. Some enchantments and special abilities count as a Defense. See "Defense Step" on page 10.



Destroyed
A destroyed object is removed from play and is placed in the owner's discard pile. Creatures are destroyed when the amount of damage on them is equal to or greater than their Life total. Objects can also be destroyed when a specific spell or effect destroys them.

Direct Damage
Damage that is put directly on a creature. The damage is critical (bypasses armor). It is not considered an attack, and the creature cannot use a Defense to avoid the damage.

Discard Pile
Each player has his own discard pile where he places destroyed objects he owns, or discarded spells after they are cast. Players may examine each other's discard piles at any time.

Dissipate X


This object only lasts a short time before dispersing. When an object with Dissipate X comes into play or is revealed, place "X" Dissipate tokens on it. During the Upkeep Phase, remove one Dissipate token. When the last token is removed, destroy the object.

Doublestrike
This attack may make a second attack against the same target. The additional attack occurs before the Counterstrike Step of the attack.

Effect Die

The yellow 12-sided die is called the effect die, and it is used to roll for additional effects for attacks, as well as defense rolls, or other rolls.

Elusive
This creature is quick and slippery. This creature may ignore guards when making an attack.

Enemy
An enemy object or spell is one which is controlled by your opponent(s).

Epic
Only one copy of this spell can be in your spellbook when your duel begins.

Ethereal
This trait currently has no effect in this core set. Future expansions will explain its use.

Flying
A creature with this trait can Fly! None of the creatures in this core set have this trait, but future expansions will introduce flying creatures!

Friendly
A friendly object is one which is currently controlled by the player, or players on his team (in a multiplayer game).

Full Action

Full action attacks cannot be used as a Counterstrike. Full action spells cannot be cast using a Mage's Quickcast action.

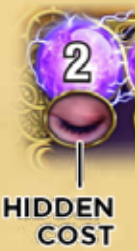
Guarding


As its action, a creature can choose to guard, protecting other friendly creatures from melee attacks and gaining Counterstrike. See "Guarding" on page 12.

Heal
Healing removes damage from Living creatures. When you heal a creature, remove damage counters from its card equal to the amount healed. Mages heal by rotating the damage dial on their status tracker.

Hidden Cost
When an enchantment is cast, you pay its hidden

cost of 2 mana, and place it face down (hidden). The hidden cost is noted above the "closed eye" icon on the card.



Initiative
Players take turns having the initiative, which is noted with an initiative marker. Whoever has the initiative gets to activate the first creature during the Action Phase.

Legendary
Only one copy of this object can be in play at a time. You may not cast a Legendary spell if an object with the same name is already in play.

Level
All spells have a Level, printed as a small number next to the spell school it belongs to.

Life
Creatures have a Life attribute, which is the maximum damage they can receive before being destroyed.

Life +X
This creature's Life is increased by X. If a creature requires multiple "Life +X" traits, they are cumulative and all will increase its Life attribute.

Living
All creatures in this core set are "Living". Future expansions will introduce Nonliving creatures!

Mage
The Mage is a Level 4 creature. Mages can channel mana, cast spells, and have a special Quickcast action each round. If your Mage is defeated, you lose!

Major
A spell of level 3 or higher.

Melee +X
The **first** time this creature makes a **melee** attack this round, that attack rolls +X additional attack dice. If a creature acquires multiple "Melee +X" traits, they are cumulative and all will increase its first melee attack.

Minor
A Level 1 or 2 spell.

Novice
Basic apprentice spell. All Mages may add Novice spells to their spellbooks for 1 Spell Point, even if they are not trained in that spell's school of magic.

Object
Enchantments, equipment, and creatures are spells which become objects in the game, remaining in play after they are cast. Incantation and attack spells do not become objects.

Owner
The owner of a spell is the player who started with that spell in his spellbook at the beginning of the game.

Pest
A small nuisance creature. A Pest can be **ignored**. Creatures can ignore enemy Pests, who are guarding, to melee attack other targets. If a Pest makes a melee attack against a guarding creature, the guard can choose to ignore the Pest. If it does, the Pest attacks as normal, but the guard does not lose its guard marker and the guard cannot make a counterstrike against the Pest.

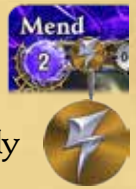
Piercing +X

This attack subtracts X from the target's armor when determining the amount of damage dealt. It cannot reduce the target's armor below 0.

Quick Action
When a creature guards, its quick action melee attacks gain the Counterstrike trait. Quick action spells can be cast using a Mage's Quickcast action.



Quickcast Action



Each Mage can take a special additional action each round called the Quickcast action. This allows him to cast one quick spell, before or after any friendly creature activation.

Regenerate X

A creature with this trait heals (removes) X damage each Upkeep Phase. The Regenerate trait does not stack or combine with other Regenerate traits. If a creature acquires more than one Regenerate trait, use only the highest one.

Removal Cost



Most conditions have a removal cost, printed on the condition as a small number in a gray circle. Future spells or abilities will permit you to remove the condition by paying its removal cost with mana.

Reveal Cost



When you reveal a hidden enchantment, turn it face up. The controller pays the reveal mana cost, if any (noted above the "open eye" icon on the card), or else the enchantment is destroyed. See "Enchantments" on page 16.

Stagger



Stagger is a condition that disorients or knocks a creature off balance. **Minor** creatures cannot attack or guard while staggered. If they have a guard marker they lose it, and they cannot choose the guard action.

Major creatures roll 2 less dice when they make any attack for each Stagger condition on them (but never less than 1 die). Remove all Stagger conditions at the end of the creature's **next** activation. If a creature receives Stagger during its current activation, it must wait until the end of its next activation to remove it. Stagger has a removal cost of 2.

Sweeping

This attack has a wide sweeping arc. After completing its first attack, a Sweeping attack may make a second attack against a **different** target. The second attack begins with a new Declare Attack Step. The second attack cannot be made against the same target as the first attack.

Summon

When you cast a creature spell you are summoning that creature into the arena.

Token

A token is a marker used to keep track of something, usually related to specific spells. For example, the *Azurean Genie* spell uses "Wish" tokens.

Unavoidable

Attacks with this trait are accurate or cover a wide area. Defenses cannot be used to avoid this attack.

Unique

Each player may only have one copy of this object in play at a time. Similar to Legendary, but each player is allowed to have his own copy in play, including players on the same team.

Weak



This is a poison condition which weakens a creature. For each Weak condition on it, the creature loses 1 attack die from all non-spell attacks it makes. Weak cannot reduce an attack below 1 attack dice. Has no effect on attacks made by casting an attack spell. Weak has a removal cost of 2.

Zone

The zone is the entire playing area or arena.

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RULES SUMMARY

TURN ORDER

1. Reset Phase

Step 1: Pass Initiative
Step 2: Reset Creatures
Step 3: Flip Markers
Step 4: Channel Mana

2. Upkeep Phase

3. Action Phase

Players take turns activating creatures, starting with the player who has initiative.

CREATURE ACTIONS

- **ATTACK**
- **GUARD**
- **CAST A SPELL (Mage Only)**

CASTING A SPELL

1. **Declare Spell**
2. **Resolve Spell**

MAKING AN ATTACK

1. **Declare Attack**
2. **Defense**
3. **Roll Dice**
4. **Counterstrike**

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Weak

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