

MAGE WARS®

RULEBOOK & CODEX

The Arena Calls...

A hush falls over the crowd as the two Mages enter the arena. Casting a look across the cracked flagstones, you try to estimate his powers and guess his secrets as you are announced to the crowd. In a moment, the signal will begin, and nothing can stop the battle until one of you lies defeated in the dust. Running your fingers across the edge of your spellbook, you mentally select your first few spells. But in the back of your mind, the doubt is there: do you have the power and the wits to defeat the foe before you?

Mage Wars is the customizable strategy game of dueling Mages. Two rivals trained in different schools and philosophies of magic have come to the arena to determine whose magic will reign supreme…and the winner will be the last Mage standing! Armed only with your spellbook, you must outwit and outmaneuver your foe while protecting your own Mage from destruction. Prepare to enter the Arena!



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APPRENTICE MODE

STOP! Before you open your packs of spell cards you need to know that they have been pre-organized for your convenience. Each pack of cards contains the apprentice spellbook for the Mage displayed on the top.

Learning Mage Wars

Mage Wars was designed to be as intuitive as possible, and play as if magic were real. Spells work the way you think they should, and affect the battle in a way that makes sense. As a result, you will find that you can learn the rules very quickly.

During your first few games, while you're familiarizing yourself with the rules, you may not want to slow things down by looking things up. Rather than pause your game to check the rulebook, just do what you think makes sense and make a note to check the rules after the game.

Note: You can look up key words and get quick answers in the Codex at the back of these rules. For additional information to common questions, a Rules and Codex Supplement is available for download at http://www.arcanewonders.com/resources-and-downloads.

Video tutorials are also available at http://www.arcanewonders.com/video-tutorials.

Apprentice Mode

Let's start off by playing a few games in **Apprentice Mode**. Apprentice Mode games are faster and easier because you will play in a smaller arena, and use fewer spells. Setup the game as shown on pages 4-5.

The Arena

In Apprentice Mode, we use an arena that is 2 zones by 3 zones, which is half the size of the regular arena. Just use half of your game board, and ignore the other half. The Mages start in opposite corners like normal.



The Mages

In Apprentice Mode, all Mages are equal: Each Mage starts with 10 Channeling, 24 Life (this is a reduced Life value from what Mages normally have), and a basic melee attack of 3 attack dice. They do **not** have any special abilities, so you will not need their Mage Ability card. When you setup your Mage status board, you will use these values (see page 5).



Spellbooks

You will need to assemble 2 spellbooks. Choose 2 Mages that you and a friend wish to play; we recommend the Warlock and Beastmaster. On page 3 is a list of spells each Mage will use during the game. Find the Mage card, and all of the spell cards on the list for each of the chosen Mages. The spell cards have been pre-organized so you can find them all quickly. Each of the 4 included decks has a mage card on top, followed by all the spells for that mage in the exact order as listed to the right. The Mage Ability card marks the end of that mage's spells, and is not used in Apprentice Mode. Each player chooses a spellbook, and places the spell cards for their Mage into their spellbook. You can put them into the pockets in whatever manner is easiest for yourself. We recommend one spell card per pocket.

The Rules

Remember, the object of Mage Wars is to kill the other Mage! Keep your Mage alive at all costs!

Read through the rules up through page 30. Then, play your first game or two in Apprentice Mode. Later, continue reading the rules and play the full game! In the full game, you will play on a full size game board. The Mages will have different attributes and can use special abilities. Also, you will build your own custom spellbooks!

The Magic Rule

Mage Wars is a game of magic and magic spells. Often, these spells will violate the normal rules in some way. In all cases, if there is a conflict between the text on a spell card and these rules, the spell card always takes precedence.

The Sidebars

This rulebook has been designed to get you started with Mage Wars as quickly as possible. You will find many "sidebars" (like this one), which provide you with rules for special terms and specific situations. The sidebars are designed to help you find information quickly while you play. Feel free to skip over these as you read the rules for the first time, and then come back and refer to them as needed later.

APPRENTICE SPELLBOOKS

Mage Wars allows you to play one of four Mages, each with their own unique strategies and play style. Choose the Mage that suits you best, then find their spells below and put them into a spellbook.



Beastmasters study Nature magic, and overwhelm opponents with their animal minions. Their enchantments transform mere forest creatures into formidable beasts.



The Priestess is a master of healing, protection, and divine powers that make her knights, angels, and other holy minions, virtually undefeatable.



Warlocks dabble in Dark magic, summoning terrifying demons and debilitating their enemies with curses. A master of fire, he will incinerate those who stand in his way.



With their mastery of Arcane magic, Wizards frustrate their opponents by stealing their mana, and countering, or redirecting their spells.

	BEASTMASTER	PRIESTESS	WARLOCK	WIZARD
EQUIPMENT	1 Bearskin Armor 1 Elemental Cloak 1 Staff of Beasts	1 Regrowth Belt 1 Staff of Asyra 1 Wind Wyvern Hide	1 Demonhide Armor 1 Lash of Hellfire 1 Leather Gloves	1 Dragonscale Hauberk 1 Staff of the Arcanum 1 Suppression Cloak
CREATURES	3 Bitterwood Fox 1 Emerald Tegu 1 Redclaw, Alpha Male 1 Steelclaw Grizzly 2 Timber Wolf	2 Asyran Cleric 1 Brogan Bloodstone 2 Highland Unicorn 2 Royal Archer	1 Darkpact Slayer 2 Firebrand Imp 1 Flaming Hellion 1 Goran, Werewolf Pet 1 Skeletal Sentry	1 Darkfenne Hydra 1 Gorgon Archer 2 Mana Leech 1 Stonegaze Basilisk
ENCHANTMENTS	2 Bear Strength 1 Cheetah Speed 1 Regrowth 2 Rhino Hide	1 Divine Protection 2 Pacify 1 Rhino Hide 1 Sacred Ground	1 Agony 1 Bear Strength 1 Death Link 1 Enfeeble 1 Ghoul Rot 1 Magebane 1 Marked for Death 1 Vampirism	1 Essence Drain 1 Force Hold
INCANTATIONS	1 Call of the Wild 2 Charge 1 Dispel 1 Dissolve 1 Group Heal 1 Minor Heal 1 Rouse the Beast	1 Dispel 1 Dissolve 1 Force Push 1 Group Heal 1 Heal 1 Minor Heal 1 Sleep	1 Dispel 1 Drain Life 1 Explode 1 Force Push 2 Vampiric Strike	1 Dispel 1 Dissolve 2 Minor Heal 1 Sleep 1 Steal Enchantment 1 Teleport
ATTACKS	2 Geyser 1 Jet Stream	1 Blinding Flash 2 Pillar of Light	1 Fireball 1 Firestorm 2 Flameblast	1 Chain Lightning 1 Electrify 2 Lightning Bolt

SETUP



COMPONENTS

- 1 Rulebook
- The Arena
- 2 Spellbooks
- 336 Spell Cards
- 4 Mage Cards
- 4 Mage Ability Cards
- 2 Mage Status Boards
- 8 Status Cubes
- 20 Action Markers
- 2 Quickcast Markers
- 9 Attack Dice
- 1 Effect Die (d12)
- 1 Initiative Marker
- 3 Ability Markers
- 8 Guard Markers
- 6 Ready Markers
- 23 Condition Markers
- 13 Spell Tokens
- 27 Damage Counters
- 12 Mana Counters



The Mage Wars Arena

The game board shows the arena where you will battle your rivals for magical supremacy! The board is divided into 12 areas called "zones," which control movement and range. Zones are adjacent only if they share a common edge orthogonally (horizontally or vertically). Zones that touch only at a corner (diagonally) are **not** adjacent.

Mage Wars comes with 336 spells to start your spell library. These spells can be stored in the Mage Wars box. The spells you will play with during a game are placed in your spellbook and can be changed between games.

Setting Up the Game

Place the game board on the table. Each player chooses a Mage and takes the matching Mage Card and Ability Card for that Mage (in Apprentice Mode, don't use the Ability Cards). Each player chooses red or blue, and takes 10 action markers of that color. Additionally, each player takes 3 black status cubes, 1 red status cube, and 1 black quickcast marker.

Place your Mage Card in the corner zone closest to you (marked with a door on the board). In Apprentice Mode, you will play on just half the game board (see page 2). Place one of your action markers and your quickcast Marker on your Mage Card, with the white symbols up, as shown in the diagram to the left.

Place your Mage status board near you. Place a black status cube on your Mage's starting Channeling, Mana Supply (all Mages start with 10 mana in their supply), and Life value. In Apprentice Mode, all Mages have the same attributes (see page 2). Place a red status cube on the "0" of your Mage's Life track. This marks how much damage the Mage has taken. See example 1.

Choose a spellbook. If this is your first game, you will need to assemble your spellbook (see "Apprentice Mode" on page 2). Place the dice, condition markers, and other game markers in easy reach.

Both players roll the effect die (the d12). The higher roller decides who takes the initiative marker: that player will act first during the first round of the game!



EXAMPLE 1: APPRENTICE MAGE STATUS BOARD SET UP

THE GAME ROUND

THE GAME ROUND

THE READY STAGE

Initiative
Reset
Channel
Upkeep
Planning
Deployment

THE ACTION STAGE

First Quickcast Phase
Creature Action Phases
Final Quickcast Phase

Mage Wars is played over a series of **rounds**, which continue until one Mage takes enough damage to be destroyed. The last Mage standing wins the game!

Each game round is divided into two **stages**:

- **The Ready Stage**
- **The Action Stage**

The Ready Stage must be completed before the Action Stage can begin. During the Action Stage, each creature in the arena takes its actions. Once all creatures have acted, the game round ends, and a new one begins with a new Ready Stage.

THE READY STAGE

This is the "bookkeeping" part of the game round: where you channel mana, pay upkeep costs, and pick your spells for the round. Both players play **simultaneously** during the Ready Stage.

The Ready Stage is divided into 6 phases. Both players must complete each phase before the next one can begin:

Phase 1: INITIATIVE



On the first round of the game, each player rolls the effect die to see who gets the initiative marker. The high roll decides who has the initiative for the first round. After each game round, during this phase, the player with the initiative marker must give it to his opponent. In this manner the initiative marker alternates back and forth between players.

The player with the initiative acts first during the Action Stage, and goes first whenever you must determine the order of events.

Phase 2: RESET

Reset all action markers, quickcast markers, and ready markers on your cards by flipping them to their active side.

ACTION MARKERS & READY MARKERS

Every creature in the arena is marked with an action marker (including your Mage).

The action marker is used to show when that creature takes its action during the round:



If the action marker is face up, the creature is **active**. Only active creatures get to take actions.



If the action marker is face down, the creature is **inactive**.





Some abilities and effects can be used only once each round. These are tracked with a ready marker placed on the card. If the marker shows the "ready" side, that ability is available for use. After using the ability, flip the marker to the "used" side. You won't be able to use that ability again until the marker is flipped back to the ready side (usually during the next Reset Phase).





Your Mage also has a quickcast marker.
You must flip this marker to the inactive side when your Mage takes their quickcast action.

Phase 3: CHANNEL



Each Mage adds mana equal to his channeling to his mana supply. Any objects in the arena that channel mana also add mana to their supply at this time.

Your Mage records his mana supply on your Mage status board. If other creatures or objects channel mana, place **mana counters** on the card to show how much mana is available. There is no limit to the amount of mana a Mage or object can have.

Example: *The Beastmaster has Channeling 9, so he gains 9 mana each round. In the first round of the game, during the Channeling Phase, he adds 9 mana to his starting Mana Supply of 10, for a total of 19 mana.*



WHAT IS MANA?

Mana is the mystical power that Mages control. A spell caster spends mana in order to cast a spell. In a way, mana is like electricity, and the Mage is a battery that stores it.

Each round, your Mage will generate or "channel" some amount of mana. This mana is added to your "mana supply." When your Mage casts a spell, you spend mana from your supply.

Mages cannot spend mana they don't have. If you don't have enough mana, you can't cast your spell! You'll have to make some tough choices: should you save up your mana to summon a large, expensive creature? Or parcel it out to power a lot of weaker but less expensive spells? The choice is yours!

Phase 4: UPKEEP

Some spells have an **upkeep cost**. This is a mana cost which must be paid each Upkeep Phase, or the spell is destroyed. You always choose whether to pay the upkeep cost or allow the object to be destroyed.

Also, some spells and conditions take effect during this phase (such as Burn or Rot), and creatures with the Regenerate trait remove damage (See the Codex, page 40).

You always choose the order in which events that affect **your** creatures and objects occur during this phase. In the rare case that a timing issue occurs, the player with the initiative decides the order.

Example: *You control a Highland Unicorn with the Regenerate 2 trait that has a Burn marker on it. Since the creature has a lot of damage on it, the Burn effect could destroy it. You can choose to resolve the Regenerate trait first or the Burn condition first.*



WHAT IS A TRAIT?

Spells, creatures, objects, and attacks may all have a number of special abilities called **traits**, printed on their card. These **traits** may allow you to act in ways not normally allowed, such as moving farther during an action phase.

Traits are listed on the lower half of a spell card or inside the attack bar. Some spells and abilities may also add traits to an object. For example, you might cast an enchantment to give a creature the **Fast** trait.

Many traits are followed by a value. *For example, the Highland Unicorn has the Regenerate 2 trait. This number shows the strength of the trait. Regenerate 2 means that the Unicorn will heal 2 damage every Upkeep Phase.*

Sometimes, this strength value has a plus or minus sign. Multiple traits of the same kind with plus or minus signs can be combined on the same object. So, if a creature with Lightning +1 is enchanted with a spell that gives Lightning -2, those two traits combine and the creature now has Lightning -1.

If a trait does not have a plus or minus sign, it does **not** combine with other traits that have the same name. Only the trait with the highest value counts. *If the same unicorn was enchanted with a spell that gave it Regenerate 3, it would only heal 3 damage every round, not 5.*

In these rules, and on the spell cards, traits are always capitalized. See the Codex at the end of this rulebook for a list of all trait effects.

Phase 5: PLANNING

Each Mage prepares for the round by choosing up to 2 spells from his spellbook. Both players simultaneously choose their spells. Place your chosen spells face down in front of you. Keep your chosen spells secret from your opponent, so that he doesn't know what you are planning!

The spells you prepare are the **only** spells you will be able

to cast during this game round. You do not have to cast the spells you choose.

Some objects, such as Familiars or Spawnpoints, have the ability to cast spells. You may choose **one** spell for each of these objects at this time. Place these spells face down next to the creature or object.

Spells which are not cast during the round are returned to your spellbook at the beginning of the **next** Planning Phase.

Phase 6: DEPLOYMENT

Spawnpoints are objects which cast spells for you. For example, the Beastmaster's *Lair* spawnpoint can cast **animal** spells. Starting with the player who has the initiative, you may cast the spells you assigned to your spawnpoints (see "Spawnpoints" on page 16). Reveal the spell you have chosen, pay the mana required, and resolve the spell. If you choose not to cast the spell (or if you cannot), it is returned to your spellbook at the beginning of the next Planning Phase.

THE ACTION STAGE

This is where the exciting part of the round takes place. Every active creature in the arena gets to take one **Action Phase** to move, attack, or take other actions. Your Mage is a creature too and acts during this stage.

The Action Stage is divided into three parts:

First Quickcast Phase

Before any creature can take an action, each Mage has an opportunity to take a quickcast action, starting with the player who holds the initiative marker. The quickcast action allows you to **cast one quick spell**. To do this, you must flip over your Mage's quickcast marker. You do not have to use your quickcast action at this time. You may save it to use later in the Action Stage.



QUICKCAST ACTION

A quickcast action is a special action that only a Mage may take during a round, in addition to his regular actions during his Action Phase. This action can **only** be used to **cast one quick spell** (a spell with the quick action symbol), and **cannot** be used to take any other action.

You can use your quickcast action at three times during the Action Stage:

- During the First Quickcast Phase
- Immediately **before** or **after** any creature you control takes its Action Phase
- During the Final Quickcast Phase

When you take your quickcast action, flip your quickcast marker face down and play any quick spell you have prepared for this round. Using a **quickcast** action and his **regular** action, your Mage can cast two spells in the same round!

Examples: *The Beastmaster could use an Action Phase to activate his Timber Wolf to go on guard, then afterwards use his quickcast action to enchant his Feral Bobcat. The Wizard could use his quickcast action to cast his quick attack spell "Arcane Zap", printed on his ability card. This special attack counts as a quick spell. Afterwards, he could use his normal Action Phase to cast another spell.*

Action Phases

The player with the initiative takes the first Action Phase. During an Action Phase, you will activate and use one creature that you control. Then your opponent takes an Action Phase with one of his creatures, then you take another, and so on. Continue taking turns back and forth between players until all creatures in the arena have had an Action Phase.

When it is your turn to take an Action Phase, you are the **acting** player, and the creature you activate is the **acting** creature.

When it is your turn to take an Action Phase, you **must** activate one of your active creatures. However, if your opponent has more active creatures in the arena than you have, you may choose to pass when it is your turn to take an Action Phase. You may continue passing as long as you have fewer active creatures than your opponent. Once the number of active creatures is equal, you must take an Action Phase on your turn (you cannot pass).

Example: *The Warlock stands alone against a Beastmaster and an Emerald Tegu when it is his turn to act. The Warlock may pass his turn, forcing the Beastmaster to take an Action Phase instead. The Beastmaster activates and uses his Summoned creature, so the numbers are now equal and it is the Warlock's turn again. Now he cannot pass.*

ACTIVE AND INACTIVE CREATURES

Any creature that has not yet had an Action Phase (with a face up action marker) is **active**. Any creature which has taken its Action Phase (with a face down action marker) is **inactive**. All creatures that are Summoned into the arena begin play inactive, and start with an action marker with the inactive side up.



ACTIVE INACTIVE

Creature Actions

When you choose a creature to take an Action Phase, you activate it. You must flip over the creature's action marker to the inactive side, and you must discard any guard marker (if it has one). Then your creature may take its actions for the round (see "What Can A Creature Do" on page 11).

Important: Even though you flip your creature's action marker over at the beginning of its Action Phase, the phase does not end until it has completed all of its actions.

Note: As soon as you activate a creature and flip its action marker, your opponent can reveal any hidden enchantments (see "Revealing Enchantments" on page 18). You must give your opponent a chance to reveal his enchantments before you decide which action you want to take with your creature.

When the creature's actions are complete, resolve any effects that occur at the end of its Action Phase. For example, all Stun markers on the creature are removed at the end of its Action Phase. In some cases you will have to make an "escape roll" to see if a spell or condition ends. After resolving any of these effects, the creature's Action Phase is over and it is now **inactive**, and will remain inactive until the next Reset Phase (unless a spell or effect reactivates it). In this manner, each creature gets to act **one** time during each Action Stage.

Exception: If your creature receives a condition during its Action Phase due to an enemy damage barrier or counterstrike, if that condition has an "end of Action Phase effect" it is **not** resolved until your creature's **next** Action Phase (see "Counterstrike" and "Damage Barriers" on pages 27 and 28).

Remember that **before** you activate a creature (including your Mage), or immediately **after** you have completed its Action Phase, you can use your quickcast action (if your quickcast marker is active).

Hint: You can use your quickcast action to set up powerful combo actions! Just before its Action Phase, you can increase a creature's attack or Teleport it to an enemy zone for a surprise attack.

Final Quickcast Phase

When all the creatures in the arena have taken their Action Phases (and are now inactive), each player has a final opportunity to use his quickcast action for the round (if he wants to), starting with the player who has the initiative. You may only do this if you have not already used the quickcast action earlier in the round.

ACTIONS

MOVEMENT

During its Action Phase, a creature can move. If it moves, it must finish all movement before it takes any other action. A creature cannot take any other kind of action **before** it moves.

When a creature takes a move action it moves **one** zone into any **adjacent** zone. The zone must be orthogonally adjacent (creatures never move diagonally).

After taking a move action, a creature may then take a quick action (see "What Can a Creature Do" on page 11). As a quick action, a creature can choose to move again to a second zone. In this manner, creatures can move 2 zones per round. Moving into a second zone completes its Action Phase, and it won't be able to take another action (such as guard or attack).

Hindering Movement

The presence of enemy creatures can limit your creature's ability to move.

If a creatures moves **out of** zone with enemy creatures in it, or if it moves **into** a zone with enemy creatures in it, it is **hindered**. A **hindered** creature can only take one move action during its Action Phase (even if it has the Fast trait).

Some creatures may have a trait or ability which allows them to ignore other creatures that hinder movement. For example, a creature with the Flying trait can ignore non-Flying creatures when moving, and a creature with the Elusive trait , or who is Teleporting or is Pushed, may always ignore enemy creatures when

moving. If an enemy creature is Incapacitated or Restrained, or if it has the Pest trait, it can be ignored and cannot hinder other creatures. Please refer to the Codex for details on each of these traits and conditions.

Example: *This Timber Wolf has just been activated. Creatures can normally move 2 zones (use a move action to move 1 zone, and then as their quick action move a second zone). If the Wolf moves to the left, then as a quick action it can move a second zone down. However, if it moves down first, it must stop moving because the enemy there will* ***hinder*** *its movement. Note, it cannot move to the right because that direction is blocked by a wall (see "Walls" on page 17.)*



COUNTING DISTANCES

When a creature moves, or when you make an attack, you will need to count distance across the arena. The distance, or "range," is always counted from one adjacent zone to another (only horizontally and vertically, never diagonally).

Example: *This Royal Archer has a ranged attack with a range of "1-2". It can only be used to target an enemy who is 1 or 2 zones away. The zone the archer occupies is "range 0", the wolf is at "range 1", and the bear is at "range 2".*



MOVE ACTION

A creature moves to a new zone by taking a move action, or by being Pushed or Teleported. Whenever it moves, it follows the 6 steps below. Some steps might not apply. In most cases you will just simply move the creature to the new zone.

STEP 1: Declare Move

Choose which zone the creature will move to. Check to see if the move is possible. For example, make sure a wall will not block the move (see "Walls" on page 17). Make sure the creature is not Restrained or Incapacitated. If you change your mind, or find you cannot move the creature, you may cancel the move action and choose a different action instead. However, **after** this step the move action is committed to, and if it is later canceled for any reason, you will lose the action.

STEP 2: Pay Costs

You **must** pay any costs associated with the move. For example, a spell might require your creature to pay a mana cost in order to move. If you cannot pay all of the costs, the move is cancelled, and you have lost the action!

STEP 3: Leaving Zone Effects

Any spells, abilities, or effects which trigger when a creature ***leaves*** a zone occur at this time.

STEP 4: Walls

The creature encounters any intervening walls. Some walls will "attack" a creature when they move through it (such as a *Wall of Fire*). Teleporting creatures bypass and ignore walls. See "Walls" on page 17.

STEP 5: Move

The creature **must** be moved into the new zone.

STEP 6: Entering Zone Effects

Any spells, abilities, or effects which trigger when a creature ***enters*** a zone occur at this time. For example, some enchantment spells create a "trap" which triggers when a creature moves into a zone. See "Traps" on page 20.

If a creature becomes unable to move during the move action, it stops the move sequence at that point, and the rest of the move action is canceled. For example, a creature could become Restrained from a "Leaving Zone Effect" in Step 3. If this happens, the rest of the move action is canceled, and it will not encounter any walls, nor actually be moved into the new zone.

WHAT CAN A CREATURE DO DURING ITS ACTION PHASE?

ACTIVATION: First, choose a creature and **activate** it: Flip over its action marker to the inactive side, and remove its **guard marker** (if any). Now you are ready to act with it! Choose one of the 3 options below. Your creature can either:

1. **TAKE A MOVE ACTION FIRST, AND THEN TAKE A QUICK ACTION**
First, move the creature one zone to an adjacent zone. Then, you may choose and take a quick action (see below). Both the move action and the quick action are **optional**; you can do one without doing the other. However, if you want to move the creature, you must complete the move action **before** you take a quick action.

OR 2. **TAKE A FULL ACTION**
Do not take a move action. You may choose and take a **full action** (see below). Full actions "take longer to complete" and do not allow you to move first.

OR 3. **DO NOTHING**
Sometimes your creature will have nothing useful to do, or it may be prevented from taking any actions (Incapacitated). Even if your creature does nothing, you must still flip its action marker to the inactive side.

QUICK ACTIONS

TAKE ANOTHER MOVE ACTION
The acting creature moves one additional zone into any adjacent zone, following the normal rules for movement. The presence of enemy creatures may **hinder** its movement and not allow it to move a second time.

MAKE A QUICK ATTACK
Your creature can make an attack listed on its card that has the **quick action** icon (see "Attacks" on page 22).
Example: *The Thunderift Falcon has moved into a zone with an enemy creature. The Falcon has a quick melee attack on its card, so it can attack as a quick action.*

GUARD
The acting creature can choose to defend the zone it is in by **guarding**. Place a **guard marker** on the creature. A creature that is on guard can protect other objects in its zone (see "Guarding" on page 29).

CAST A QUICK SPELL
A creature with the ability to cast spells (such as your Mage or a Familiar) may cast a spell that has the **quick action** icon (See "Casting Spells" on page 13). You can only cast the spells that you prepared during the Planning Phase.
Example: *The Priestess wants to cast Minor Heal. It is a quick spell, so she can cast it with a quick action.*

TAKE A SPECIAL QUICK ACTION
Some creatures have a special action they can take. See "Special Actions" to the right.

QUICKCAST ACTION
Important: Anytime before or after a friendly creature's Action Phase, your Mage can use his special quickcast action. See "Quickcast Action" on page 8.

FULL ACTIONS

MAKE A FULL ATTACK
Your creature can make an attack listed on its card that has the **full action** icon (see "Attacks" on page 22).
Example: *The Steelclaw Grizzly has 2 different melee attacks printed on its card. It can use its **Claws** as a quick action, but its more powerful **Heavy Claw Strike** attack requires a full action.*

CAST A FULL SPELL
A creature with the ability to cast spells (such as your Mage or a Familiar) may cast a spell that has the **full action** icon (See "Casting Spells" on page 13). You can only cast the spells that you prepared during the Planning Phase.

TAKE A SPECIAL FULL ACTION
Some creatures have a special action they can take. See "Special Actions" below.



SPECIAL ACTIONS
Some creatures have special abilities which are special actions they can take. These are described on their card, or may appear as an "ability bar" on their card. The ability will describe or show the action required (quick or full) to use it.
Example: *As a **quick action**, Huginn can peek at a target hidden enchantment up to 2 zones away.*



Some ability bars have a mana cost printed on them, or a mana cost is described in the text for them. This is the cost that must be paid to use that ability. ***Example:*** *The Wizard's **Arcane Zap** is an ability shown on his ability card, and has a "1" mana cost symbol on it. In order to cast it, he must pay 1 mana.*



SPELLS

Ultimately, a duel between Mages is a duel of magical spells. Your spells define your Mage, and what he can do. In Mage Wars, spells are represented by cards.

Let's Look at a Spell Card

Your spellbook holds a number of spell cards that you can use during the game. Each spell card can be used only once. After the spell is cast or destroyed, it is placed in your discard pile. Normally, you cannot take any spell cards out of your discard pile.

Every spell card has information you will need during the game:

- **Spell Name:** Name of the Spell.
- **Spell Type:** Identifies the type of spell: Attack, Creature, Conjuration, etc.
- **Subtypes:** Some spells or abilities can only affect or target particular spell subtypes.
- **Casting Line:** At the top of the spell card is a "casting line", that shows the information you need to cast the spell, including the casting cost, action required, range, and target.
- **Casting Cost:** You must spend this amount of mana from your mana supply when you cast the spell.
- **Action Icon:** This tells you the type of action required to cast the spell. Quick spells are simple and can be cast **after** moving (requiring a **quick action**), but full spells are "complex", so you cannot move first (requiring a **full action**). The icon shows what kind of action you must spend to cast the spell (quick action or full action).
- **Range:** You may only cast a spell at a target that is in range. Range is always listed as a minimum and a maximum. If the target is too close or too far away, you cannot cast the spell.
- **Target:** Every spell must be cast at a legal target. You may select the target only if it matches the requirements listed on the spell you are casting. Some spells may target objects with particular traits or subtypes. For example, the *Minor Heal* spell may only target a **Living creature**. It cannot target a **conjuration**, or a creature with the **Nonliving** trait.
- **Effect:** This section of the spell card describes what the spell does when you cast it. If the spell has any upkeep costs, these are described here. Any special **traits** the spell may have are also listed here.
- **School and Level:** This information is used when you choose spells to include in your spellbook (see "Spellbooks" on page 35).

Your spells are stored in your spellbook until you "prepare them" (choose them during the Planning Phase). This helps you organize and sort your spells, and allows you to search your spells without tipping off your opponent about what spells you have available.

Destroyed or discarded spells are placed in your discard pile. See "Discarding Spells" on page 13.



SPELL LEVELS



All spells have a spell Level, listed in the upper right corner of the card below the school symbol. Some spells have a variable cost that is determined by the Level of the spell's target.

Example: *The Sleep spell has a casting cost which depends upon the Level of the creature you are putting to sleep. A Level 3 creature costs 6 mana.*

Some spells can only affect targets of a certain Level, or have different effects depending on the Level of the target.

Note: Your Mage is a Level 6 creature.

CASTING SPELLS

Mages (and a few other creatures and objects) have the ability to cast spells. You can only cast the spells that you prepared to cast during the Planning Phase.

When you cast a spell, follow these 4 steps in order:

1. Declare Spell
2. Pay Costs
3. Counter Spell
4. Resolve Spell

Step 1: Declare Spell

Announce that you are casting a spell and what the target will be. You may only choose a target that matches the target requirements listed in the casting line of the spell. Some spells will target a zone on the game board. Other spells will target a single object, such as a creature or conjuration.

The target of a spell must be in range (see "Counting Distances" on page 10). All spells have a range, given in zones. The range lists two numbers, such as "0-2." The first number is the minimum distance the caster must be from the target, and the second number is the maximum distance. For example, if a spell has a range of "0-2," the target can be zero (in the same zone), one, or two zones away from the spell caster. If the spell has a range of "1-2," it can only target objects one or two zones away, and cannot target objects in the same zone (range "0"), or 3 or more zones away. Remember to count range **orthogonally**, never **diagonally**.

Note: If there are any walls between your spell caster and the target, the walls may block your spell (see "Walls" on page 17).

Some spells require you to make additional choices. Your spell may have multiple effects for you to choose from. You must announce which choices you are making when you cast the spell.

If you change your mind, or find you cannot cast the spell, you may cancel the spell action and choose a different action instead. However, after this Step the spell action is committed to, and if it is later canceled for any reason, you will lose the action.

Step 2: Pay Costs

You **must** pay all costs for the spell: reduce the mana in your Mana Supply equal to the casting cost (or reduce the mana on your Familiar or Spawnpoint by removing mana markers). Some spells may have additional costs (such as taking damage, lowering your Life value, or destroying an object in play). These costs must also be paid now.

As soon as you pay the costs required, your spell has been cast. If you cannot pay all of the costs, the spell is cancelled and discarded, and you have lost the action.

DISCARDING SPELLS

Each Mage has his own separate discard pile. Any spell or object that is destroyed is always placed in its **owner's** discard pile (regardless of who "controls" it at the time). Many spells, such as incantations, are automatically discarded after they are resolved.

Important: Any player may freely examine the contents of any discard pile at any time.

Cards in your discard pile are "expended". They are outside of your spellbook, and cannot be used again. Thus, each spell in your book can be cast only once during the game (unless a spell or ability allows you to re-use it).

Step 3: Counter Spell



Once the spell has been cast, your opponent has a chance to "counter" it. Normally, there is nothing your opponent can do, and the spell simply takes effect. However, some spells and abilities, such as the *Nullify* enchantment, may allow him to counter your spell. When a spell is countered it is discarded without effect, and you lose the mana spent and any action used to cast the spell (unless the spell or ability which counters says otherwise).

Step 4: Resolve Spell

At this point, the spell takes effect. The spell type (e.g., conjuration) and the text on the spell card determine the effects of the spell. If you have cast an attack spell, you must now resolve the attack.

When a spell resolves, if you find that the target of the spell is no longer a legal target or has moved, even to the same zone, then the spell is **cancelled**.

SPELL TYPES

There are six types of spells; attacks, incantations, creatures, conjurations, enchantments, and equipment. How spells resolve and behave depends on the type of spell you are casting.

ATTACKS



Attack spells allow your spell caster to attack a target in the arena. When the spell resolves, you make the attack on the target. Attack spells have an "attack bar" (just like an attack bar on a creature card) that has the information you need to resolve the attack, including the number of attack dice rolled, additional effects table, traits, etc. Once the attack is resolved, place the attack spell on your discard pile. Attack spells are always **ranged** attacks. See "Attacks" on page 22.

INCANTATIONS



Incantation spells have a brief, temporary effect on the game. When the spell resolves, follow the instructions on the spell card, then place it on your discard pile.

CREATURES



Creature spells summon a creature into the arena, which will fight for you until destroyed. Place the card face up on the game board in the target zone. Creature spells usually have a range of "0-0", and are always placed in the same zone as the caster. Place an action marker on the creature card with the inactive side up (creatures always enter the game inactive).

Note: The game includes 10 action markers per player, but there is no limit to how many creatures you can Summon.

Just like your Mage, creature spells have Life and Armor attributes, and generally have one or more attacks. If a creature receives damage equal to or greater than its Life, the creature is destroyed.

Most creatures have one or more special traits printed on the card, which gives them special abilities. You can look up traits in the **Codex** located on page 40.

Life and Damage

All creatures and conjurations have a Life value. Life is the maximum amount of damage the object can take before being destroyed. If the object suffers damage equal to or greater than its Life value, it is destroyed. Record damage to your Mage using your Mage **status board**, and record damage to other objects with **damage counters**.



Damage and Life are tracked separately for all creatures and conjurations, including Mages. Note that various spells and abilities can change an object's Life value without changing the amount of damage it has taken.

FAST CREATURES

Some creatures have the Fast trait. These creatures **may take two move actions before taking a quick action.** However, Fast creatures may not move again as a quick action. Like other creatures, their movement can still be **hindered** by enemy creatures (see "Hindering Movement" on page 9).

LIVING AND NONLIVING

All creatures and conjurations are either Living or Nonliving. These are "catch-all" traits that describe certain characteristics of an object.

Unless the spell card specifies otherwise, all **creatures** have the **Living** trait, and all **conjurations** have the **Nonliving** trait.

- **Living:** These creatures and conjurations are living things, such as plants or animals. All of the rules apply to Living objects normally. For instance, Living creatures can be healed or put to sleep.
- **Nonliving:** These creatures and conjurations are not alive. They may be a machine or some kind of magical construct, or the re-animated skeleton of a dead creature. All Nonliving objects have the following traits: **Poison Immunity** and **Finite Life**, in addition to other traits listed on their card. Look these traits up in the Codex at the end of the rules.

FLYING

Creatures with the Flying trait ignore walls and all non-Flying enemy creatures when moving. Flying and non-Flying creatures do not **hinder** each other's movement. Likewise, enemy non-Flying creatures ignore your Flying creatures when they move.

Non-Flying creatures cannot make a **melee** attack against a Flying creature unless they have the Reach trait. **Ranged** attacks can target a Flying creature normally. **Important: Any ranged attack can always target a Flying creature in the same zone**, even if the minimum range for that attack is greater than 0. Likewise, a Flying creature can ignore the minimum range requirements when attacking a non-Flying target in its zone.



For a Flying creature to make a **melee** attack against a non-Flying creature, it **must** lose the Flying trait until the end of that attack action and is affected by damage barriers and counterstrikes as normal (the flyer must swoop down into reach to make the attack).

A creature cannot gain or lose the Flying trait in the middle of an attack action. For example, if a creature gains Flying in the middle of an attack action, the entire attack action is resolved as if the creature did not have Flying, and the Flying trait is gained after that attack action is complete.

A Flying creature is affected by guards when it makes a melee attack, but only if it is attacking a non-Flying object in the guard's zone. Attacks against other Flying objects always ignore guards (see "Guarding" on page 29).

If a Flying creature guards, it loses, and cannot gain, the Flying trait for as long as it has the guard marker.

All creatures always have LoS (Line of Sight) to all Flying creatures, and vice versa (see "Line of Sight" on page 17).

CORPOREAL & INCORPOREAL

Normal objects, from a Mage's wand to a Summoned angel, have a solid, physical form. We call these objects **Corporeal**. Some objects have no physical form, such as a Wall of Fire or a ghostly apparition. These objects are said to be **Incorporeal**.

- **Corporeal:** All objects in the game are Corporeal unless they have the Incorporeal trait. No special rules are needed for Corporeal objects.
- **Incorporeal:** An object that has the Incorporeal trait has a few special rules:
  - All Incorporeal objects also have the **Uncontainable**, **Nonliving**, and **Burnproof** traits, even if they are not listed on their card.
  - Incorporeal objects are difficult to damage. When you roll attack dice to damage an Incorporeal object, you must treat all "2" results as "0" results. Only the "1" results are counted to determine the amount of damage done. Also, the Incorporeal object is **not** affected by any Special Effects or Conditions from the attack.
- Ethereal Damage: Incorporeal objects are not immune to everything, however. Any attack that has the Ethereal trait has a "magical" element to it and affects creatures on all planes of existence. Ethereal attacks affect Incorporeal objects as if they were normal Corporeal objects. That means that an Ethereal attack counts all attack die results as normal, and may inflict effects or conditions as normal (except Burn, since the Incorporeal object has the Burnproof trait).

Example: *A Whirling Spirit is an* ***Incorporeal*** *creature. If the Priestess made a normal melee attack and rolled 2 dice, with results of the die roll being a 1 and a 2, the spirit would only suffer 1 damage (the "2" is treated as a "0"). But, if she instead cast a Pillar of Light at the Whirling Spirit, the Spirit would suffer the full 3 damage from the 2 attack dice, and might be Dazed or Stunned by the additional effects, because Pillar of Light has the* ***Ethereal*** *trait.*



All Incorporeal objects have no Armor, and cannot gain Armor. They are usually easily destroyed by Ethereal attacks. Many also have an upkeep cost that must be paid every round to keep the object in the game.



FAMILIARS

Familiars are objects that have the ability to cast spells. Often, these objects can channel mana as well. When a Familiar gains mana, place the appropriate mana counters on the object.

If you control a Familiar during the Planning Phase, you may select a spell for it to cast during the round. The Familiar may have restrictions on the types of spells you may choose. Place the spell face down near your Familiar, and tell your opponent that it is the Familiar's spell. Only your Familiar may cast that spell during the round.

When your Familiar takes its Action Phase, you may have it cast that spell. The type of action the Familiar must take depends on the spell it is casting. The Familiar must spend any mana that it has towards the casting cost first. If it does not have enough mana, you must make up the difference from your mana supply.

The Familiar is treated as the spell caster for all purposes, such as range, etc. You control all spells your Familiar casts.

If your Familiar does not cast its prepared spell, the spell returns to your spellbook at the beginning of the next Planning Phase. But, if your Familiar is destroyed before it casts the spell you assigned to it, the spell is also destroyed.

Tip: You should assign a spell to your Familiar, even if you may not cast it this round. In this manner, you can keep your opponent guessing your true intentions.

CONJURATIONS



A conjuration is a spell that creates an object in the arena that remains in play until destroyed. Conjurations have a Life value, and can be attacked, damaged, and destroyed, just like creatures. They may have Armor to protect them. Unlike creatures, conjurations cannot take any actions, and do not have an action marker.

Important: Unless the card says otherwise, all conjurations have the following traits: **Nonliving, Psychic Immunity,** and **Unmovable** (you can look these traits up in the Codex).

These traits are not printed on the cards, so as to not repeat information that is intuitive and inherent for all Conjurations. Some conjurations have the **Living** trait, which replaces the Nonliving trait conjurations normally have.

Most conjurations target a zone, and are **attached** to that zone. When you cast one of these spells, place the conjuration face up in the target zone. A zone may never have multiple conjurations with the same name attached to it. Normally conjurations cannot move. But, if they do move, they cannot move to another zone with a conjuration of the same name **attached**.

A few conjurations target an object instead. These spells are **attached** to the target object, and move with it if it is moved. If the target object is destroyed or Teleports away, the conjuration is removed and destroyed. An object may never have multiple conjurations with the same name attached to it.

Nearly all conjurations have a special ability or effect as long as the conjuration is in play. These effects are described on the spell card. Unless the card says otherwise, conjurations affect the entire game board, regardless of the range.

Example: *The Beastmaster has conjured the Tooth and Nail conjuration. As long as it remains in play, all* ***animal*** *creatures in the arena (friend and foe) gain the* ***Piercing +1*** *trait for their melee attacks*

SPAWNPOINTS

Objects with the **Spawnpoint** trait have the ability to cast spells for you. You select spells for your Spawnpoints during the Planning Phase, at the same time that you choose spells for your Mage to cast. Usually, the Spawnpoint can only cast certain types of spells, as listed on the Spawnpoint's card. Place the selected spell face down near the Spawnpoint, and tell your opponent that it is the Spawnpoint's spell. Only that Spawnpoint may cast that spell during the round.

During the Deployment Phase, both players may cast these assigned spells, starting with the player who has the initiative. If you cast your spell, pay the casting costs and resolve the spell. If you do not (or cannot) cast the spell, it returns to your spellbook at the beginning of the **next** Planning Phase. If a Spawnpoint is destroyed, any spell still assigned to it is also destroyed.

Most Spawnpoints also have a Channeling attribute, which means that they produce their own mana during the Channel Phase. Track the Spawnpoint's mana by placing mana counters on it.

Spawnpoints cast spells the same way your Mage does, using the target and range shown on the spell. Always count range from the Spawnpoint (instead of your Mage). The Spawnpoint must spend its own mana first (by removing mana counters). If the Spawnpoint does not have enough mana to cast the spell, you must pay the difference from your Mage's mana supply. You control all spells cast by your Spawnpoints.

Example: *The Beastmaster has a Lair, which has a Channeling attribute of 2. Each Channeling Phase, he places 2 mana counters on the Lair. During the Planning Phase, he may choose an additional* ***animal*** *creature spell from his spellbook, and declare that spell is planned for his Lair. Then, in the Deployment Phase, the Lair may cast that creature spell, spending any mana counters on the Lair first. If the spell requires more mana, the rest comes from the Beastmaster's mana supply.*

WALLS



Walls are special types of conjurations, and are printed "sideways" on the card. Unlike other conjurations, walls are always placed on the **border between two zones**. Walls cover the full length of the zone border. At least one of the two zones adjacent to the target zone border must be in range, and the zone border in LoS when you cast the wall spell. Only one wall can occupy the border between those two zones at a time. If you want to place a different wall there, you must destroy the old wall first.

Wall cards may have one or more of these three special traits:

- **Passage Blocked:** If the wall has this symbol, creatures may not move through that wall unless they have the Climbing or Flying traits (you can look up these traits in the Codex). If a creature is Pushed into a wall with this trait it is Bashed (See "Pushed" and "Bashed' in the Codex.)



- **Passage Attacks:** This symbol indicates that a creature may move through the wall to enter the zone on the other side, but the creature automatically suffers an attack from the wall. This attack occurs before the creature completes its movement action, so if the creature is Restrained or Incapacitated during the attack, it must remain in its original zone. This is a special kind of attack that is neither melee nor ranged, cannot be avoided, and does not trigger any damage barrier or Counterstrike attacks (see "Attacks" on page 22). The attack occurs during the Walls Step of the Move Action (see "Move Action" on page 10).



  If the wall does not have either the Passage Attacks or Passage Blocked symbols, creatures may move through the wall freely.

- **Blocks Line of Sight (LoS):**



  This symbol indicates that the wall prevents creatures on one side of the wall from seeing anything on the other side. Abilities and spells cannot target any object or zone that is on the other side of a wall that blocks LoS. Walls never block LoS to or from any creature with the Flying trait.

Note: The walls around the outside of the arena have the **Passage Blocked** and **Blocks LoS** traits. They are considered high enough to affect Flying creatures too.

- **Extendable:** All walls have the Extendable trait, which allows you to extend them and place 2 walls at one time. As you cast a wall, you may choose to pay an additional cost equal to the casting cost of the wall plus the wall's Level.

If you do, when the spell resolves, you may get a second copy of that same wall from your spellbook and place it as a continuation of the first wall, either in a straight line or bending around a corner. Only the first wall must be within range, and both walls must be within LoS.

Example: *The Wizard casts a Level 2 wall with a mana cost of 7. He may extend that wall to cover a second side of the target zone, but would have to pay a total of 16 mana (7 per wall plus 2 for the spell Level).*

Attacking Walls

A creature in either of the zones bordering a wall may make a melee attack against that wall. Ranged attacks may target a wall if either of the adjacent zones is in range, and the wall is in LoS. Walls do not occupy a zone, and are not affected by Zone Attacks or spells that target a zone.

LINE OF SIGHT

In order to cast a spell or make a ranged attack against a target, you must have a clear "line of sight" (called "LoS" for short). Normally, a creature has LoS to the entire game board, even into zones that are out of range. But, some **walls** block LoS. You cannot cast a spell or make a ranged attack through a wall that blocks LoS.

When you count range to your target, you must also check if you have clear line of sight (LoS). Draw an imaginary straight line from the center of the attacker's or caster's zone to the center of the target's zone. LoS is blocked if the line crosses through a zone border that has a wall on it with the blocks LoS trait. Walls do not normally block LoS if the line crosses **diagonally** through the corner of a wall border, as long as at least one side of that corner does not block LoS. When drawing LoS to a wall, draw it to the center of the zone border.

Example: *The Warlock is preparing to cast a Fireball at his enemies, but the Walls of Stone block his line of sight. He can only target the creatures in the zones marked green. The Walls of Stone block LoS and prevent him from seeing (and targeting) any creatures in the zones marked red.*

Note that he can trace LoS to the Wolf, because the line traced from his zone to the Wolf's zone only touches a wall ***corner****, and does not pass through its border. However, he has no LoS to the Hydra. Even though a traced line only crosses a wall* ***corner****, both zone borders of that corner have a wall blocking LoS.*



ZONE EXCLUSIVE

Many conjurations have a trait called Zone Exclusive. Each zone can only have one Zone Exclusive conjuration at a time (even if those conjurations have different names). You may not cast a Zone Exclusive spell that targets a zone that already has a Zone Exclusive conjuration in it.

ENCHANTMENTS



Enchantments are different from all other types of spells in Mage Wars because they are played **face down**. Your opponent does not know what your enchantment does until you reveal it! A face down enchantment is called a **hidden** enchantment. You may examine your own hidden enchantments at any time.

Enchantments create an object in the arena that remains in play until destroyed. Since enchantments have no Life value, they cannot be attacked and cannot take damage.

Enchantments are always **attached** to their target. Place the attached enchantment beneath the target object, but don't cover it completely (so both players can see all attached spells). An attached enchantment moves with the target. If the target is destroyed, all attached spells are also destroyed. Some enchantments target, and are attached to, a zone. Simply place the spell face down in the target zone.

There is no limit to the number of **different** enchantments that can be attached to an object, but each object or zone cannot have more than one enchantment with the **same name** attached to it at one time. This includes both hidden and revealed enchantments. For example, you cannot attach two *Bear Strength* spells to the same creature. It is possible that both players may attach an identical enchantment to the same target. If an enchantment is revealed on an object which already has an identical revealed enchantment attached to it, the newly-revealed enchantment is destroyed without effect.

Important: Players are **not** permitted to "shuffle" or mix up their enchantments. Your opponent may want to keep an eye on which enchantment was cast at a particular time by you. Always place newly cast enchantments on top of old ones.

Enchantment Mana Costs



All enchantments have two mana costs on the card. The first cost, next to the closed eye, is the **casting cost** that you must pay when you cast the spell and play it face down as a hidden enchantment. **The casting cost is always two mana.**

The second cost, next to the open eye, is the **reveal cost**, which you **may** pay when the spell is revealed. When an enchantment is revealed, if the reveal cost is not paid, because you can't pay it or choose not to, the spell is destroyed immediately without effect.



REVEALING AN ENCHANTMENT

Note: Some enchantments have a trait called **Magebind**. If this enchantment is attached to a Mage, the reveal cost is increased by the Magebind trait. *For example, the Harmonize enchantment has a reveal cost of 2. It also has the* ***Magebind +2*** *trait. If Harmonize is revealed on a Mage, the reveal cost is 4 (instead of 2).*

Revealing Enchantments

Important: Hidden Enchantments have no effect as long as they are hidden! You may choose to reveal an enchantment immediately **after** any action, step, or phase, even if it is your opponent's turn! **This is a "free action" that does not require you to activate a creature or flip an action marker** (See sidebar "When Can You Reveal?").

When you reveal your enchantment, first you pay the reveal cost, before resolving the effect of the enchantment. If the cost is not paid, the enchantment is destroyed before it can resolve and have any effect. If the cost is paid, flip the enchantment over and reveal it to your opponent, then place it partially under the object it is attached to.

When you reveal an enchantment, check to be sure the target listed on the enchantment matches the object it is attached to. If it does not, destroy the enchantment without effect. In some cases, the object may have changed and is no longer a valid target.

Enchantments cannot affect an event that occurred **before** it was revealed. For example, you cannot reveal a *Rhino Hide* enchantment **after** the enchanted creature takes damage from an attack, to reduce the amount of damage it received.

If both players want to reveal an enchantment at the same time, the player with the initiative goes first. He may reveal as many enchantments as he wants, one at a time, resolving each one before revealing the next. When he is finished, then the other player may reveal any enchantments, revealing and resolving them one at a time. Then the first player can reveal again, and so on. Each enchantment is resolved as soon as it is revealed.

WHEN CAN YOU REVEAL?

You can reveal an enchantment immediately after any **step**, **phase**, or **action** in the game.

- At the end of any Phase of the game round.
  Example: An Essence Drain can be revealed at the end of the Reset Phase, so that it will take effect during the Upkeep Phase.
- Immediately after a creature is activated, before it chooses its actions for the turn.
  Example: You could reveal Chains of Agony when your opponent activates his creature. If the creature moves that turn, it will take damage.
- Immediately after a creature completes an action, such as an attack, moving, or casting a spell.
  Example: After a creature moves into a zone, but before it can make an attack, you could reveal Sacred Ground.
- At the end of any of the **steps** for an attack, casting a spell, or moving.
  Example: After the Avoid Attack Step of an attack, you could reveal the Rhino Hide enchantment on your creature to reduce the amount of damage it will take from that attack.
- You can reveal an enchantment immediately after it is cast, right after the Resolve Spell Step. When an enchantment is "resolved" it is placed face down as a hidden enchantment. Then, immediately after it has resolved, you may choose to reveal it at the end of that step.
- You cannot interrupt an event to reveal an enchantment.
  Example: You cannot reveal an enchantment on a creature in the middle of rolling dice during an attack. You would have to wait until that step or action has finished.

Revealing Enchantments Example: The Warlock has placed an enchantment on an enemy Wolf. When his opponent activates the Wolf, the Warlock could reveal the enchantment immediately, before the Wolf takes an action. The Warlock decides to wait. The Wolf moves into another zone. The Warlock could reveal his enchantment after any Step of the Wolf's move action. However, he chooses to wait. Now the Wolf takes a quick action to attack the Warlock. After the Declare Attack step, he decides it is time to reveal his enchantment: it's Agony! The Wolf will roll 2 fewer attack dice when it reaches the Roll Dice step of its attack.

In a rare case where two enchantments conflict with one another the effects are applied in the order they were revealed.

***Example**: If one enchantment grants Flying, and one takes away Flying, the later effect would overwrite the earlier one. If one enchantment gives a creature Life and another enchantment prevents a creature from gaining Life, whichever one came first would take precedence.*

DESIGNER'S NOTE: THE ENCHANTMENT MATRIX

An enchantment is a spell divided into two parts. When you cast the spell, it creates a magical "matrix" on the target. At this point, it is not fully formed and exists only as magical potential, with no effect on the battle. When the spell is revealed later, the caster "completes" the spell by adding additional power. It is only then that the enchantment takes form and can affect the target. Using hidden enchantments, a Mage can build a web of diabolical surprises for his foe, which is an important part of the tactics in Mage Wars®!

WHO CONTROLS THAT ENCHANTMENT?

Occasionally, if an object has several hidden enchantments on it, it may be difficult to remember who controls each enchantment. To help keep the enchantments straight, you should always place enchantments on the side of the object closest to you, or place them so the Mage Wars logo is turned towards you. Alternatively, you could use different colored card sleeves or small tokens to show ownership of hidden enchantments.

Single Use Enchantments

Some enchantments, like *Block* and *Retaliate*, can only be used **once** before they are destroyed. The text of these enchantments will state that they are destroyed after they are used or revealed.

Mandatory Enchantments



Some enchantments, such as Block and Nullify, **must** be revealed when certain conditions are met, as described on the spell card. You cannot choose to keep one of these mandatory enchantments hidden if the trigger condition is met. Most mandatory enchantments are also **single use** enchantments.

Mandatory enchantments have a **red** reveal cost mana symbol on them which helps serve as an additional reminder that they **must** be revealed when a particular event occurs.

***Example:** The Block enchantment states that you must reveal it when the enchanted creature is attacked, during the Avoid Attack Step. Your opponent could attack your enchanted creature with a weak attack, forcing you to reveal your Block, and clear the way for a more powerful attack later.*

If a **mandatory** or **single use** enchantment is revealed at any time other than the event for which it is supposed to trigger, it has no effect and is immediately destroyed and discarded. You cannot hold the revealed spell, to use its effect at a later time. For example, if a *Block* spell is revealed when there is no attack, it has no effect and is destroyed and discarded instead. **Note:** A mandatory enchantment **must** be revealed when triggered, but you are **not required** to pay the reveal cost. For example, if your *Block* spell is triggered by a weak attack, you could choose not to pay the 2 mana reveal cost to avoid the attack. In this case just destroy the enchantment, it has no further effect.

TRAPS

Some enchantments have the **trap** subtype. These enchantments always target a zone, and are played face down like other enchantments. Normally they can only be attached to a zone without enemy creatures in it. When an enemy creature enters (moves into) that zone, the trap is triggered. Traps are always **mandatory** enchantments, so you **must** reveal them when they trigger.

Note: A creature being Summoned into a zone does not count as "entering the zone" and will **not** trigger a trap.

To trigger a trap, a creature must **move into** the zone (by taking a move action, being Pushed, or Teleported into the zone.) The trap spell is resolved immediately **after** the creature has moved into the zone, and it must be resolved before the creature can do anything else. Often, the trap will make an attack against the moving creature. If the effect of the trap spell prevents the creature from acting (by Stunning it, for example), the creature's Action Phase ends immediately.

You may put any number of traps in the same zone (as long as they have different names). All of them might get triggered and revealed at the same time. When this happens, the controller of the traps determines the order of resolution.

Like other mandatory enchantments, if the trap spell is revealed by some effect or ability, at any time other than an enemy entering the zone, the trap has no effect and is destroyed.



EQUIPMENT



EQUIPMENT LOCATIONS



Equipment spells give your Mage new or stronger abilities. Equipment spells can **only** be cast on a Mage.

When you cast an equipment spell, it becomes attached to your Mage. It will move with him and is considered a part of him, unless destroyed. Place the equipment face-up on your side of the table near your Mage status board. Either player may examine the equipment attached to a Mage at any time.

Each equipment spell shows a "location" on your Mage's body. You may only have one equipment spell assigned to each location, except for **rings**, which you may use two of. Some



larger pieces of equipment, like bows, may require two or more locations, while others may be "worn" in a location of your choice. For example, many wands can be assigned to either the "weapon" or "shield" locations.

Equipment spells have a range of "0-2". Normally, a Mage will be casting equipment only on himself. But, if he wants to cast it on a **friendly** Mage (in a team game), or have a Spawnpoint such as *Battle Forge* cast the equipment on him, then the range requirement must be checked. You can cast equipment on an **enemy** Mage too, but you cannot cast equipment on a **location** that is already taken on that Mage. A Mage controls all equipment attached to them.

You may not have more than one equipment spell with the same name attached to your Mage at any time.

Some equipment spells have an attack bar on them, and give your Mage a new attack he can perform. When the Mage makes an attack, he can choose to use an attack printed on an equipment card, instead of another attack he may have.

Who Controls Equipment?

Usually the controller of a spell is the player who casts it. However, equipment is different. The controller of an equipment spell is the Mage to whom it is attached. For example, if you cast a weapon equipment item on another Mage, **that** Mage controls and can use the weapon.

Replacing Equipment

If an equipment object of the same name or location is cast upon a Mage, if the spell is **friendly** controlled, the new equipment object is placed on the Mage, and the duplicate item (the original one which has the same name or location) is removed and placed in its owner's spellbook. In this manner, **friendly** Mages can replace equipment on each other with newer or better choices.

Note that an **enemy** controlled equipment spell cannot **replace** equipment on a Mage. In such a case the spell is canceled and discarded without effect.

SPELLBINDING

Spellbinding is a trait that some objects have (usually equipment spells). This trait allows you to attach a spell card to the object.

When you cast a spell with the **Spellbind** trait, you may immediately bind a spell to it. You can choose any spell from your spellbook that fulfills the limitations on the Spellbind object. For example, the *Mage Wand* can only bind an **incantation** spell, so you could not bind an attack spell or enchantment to it. Place the bound spell face down under the Spellbind object.

The bound spell can be cast as if it was one of the spells you prepared during the Planning Phase. You may only cast it once per round. When you cast the bound spell, reveal the spell to your opponent, and thereafter leave it face up and partially exposed from underneath the object it is bound to. You must use the appropriate action to cast the spell, pay the full mana cost, and check range, target, and LoS, just like normal.

If you use a bound incantation or attack spell, it is not discarded after casting. The Spellbind object retains the bound spell so you can use it over and over again in future game rounds. Also, if the spell is countered or canceled it is not discarded and remains bound.

If the Spellbind object is destroyed, any spell bound to it is also destroyed. If an equipment spell with Spellbind is returned to your spellbook (if it is replaced by another equipment spell, for instance), the bound spell also returns to your spellbook.

Some Spellbind objects allow you to change the bound spell to a different one. The old spell is returned to your spellbook.

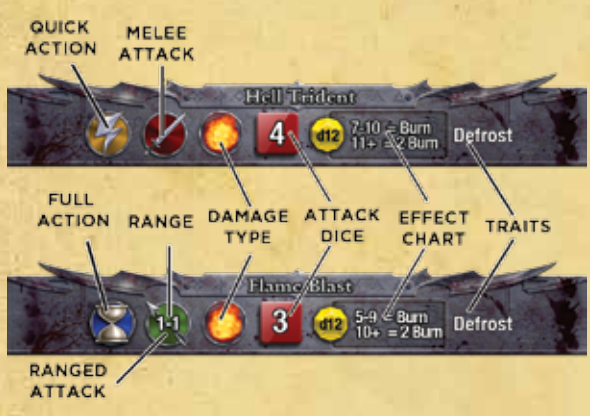


Example: *You can bind any incantation spell to a Mage Wand. You choose to bind a Minor Heal. As long as the wand remains in play, you can cast the Minor Heal spell, up to once each round, as if you had prepared that spell during the Planning Phase.*

COMBAT

ATTACKS

An attack is an attempt to damage an object in the arena. You can only attack objects that have a Life value. Other objects, such as enchantments and equipment spells, cannot be attacked.



The Attack Bar

Every creature or spell that can make an attack has one or more attack bars listed on its card. The attack bar shows all the information you need to resolve the attack:

- **Attack Name:** This is the name of the attack.
- **Action Required:** This icon shows which type of action you must spend to make the attack (**quick action** or **full action**).
- **Attack Type:** This icon shows the type of attack, such as whether it is a **melee** or **ranged** attack. Ranged attacks will also show the range (minimum and maximum range).
- **Damage Type:** Some attacks deal a certain **type** of damage, such as *flame, lightning*, or *wind* damage. A damage type icon will appear here to show the type of damage. In this example, you see a *flame* damage icon.
- **Attack Dice:** The number in the red square shows how many attack dice you roll when making the attack.
- **Additional Effects Box:** Some attacks do more than just damage the target. This box shows the chances of inflicting additional effects or conditions on the target.
- **Attack Traits:** If the attack has any special traits or effects, they are listed here.

Important: If a creature has more than one attack bar, you must choose only one of the attacks to use each time you attack. In this core set, Mages have a basic quick action melee attack of 3 attack dice (listed on their ability card). Your Mage gains other attacks he can make by equipping himself with weapons (equipment with an attack bar printed on them.) He can also cast attack spells. When your Mage attacks, he must choose only one of the attacks he has available.

MAKING AN ATTACK

When you attack, you must follow these steps in order:

1. Declare Attack
2. Pay Costs
3. Roll to Miss
4. Avoid Attack
5. Roll Dice
6. Damage and Effects
7. Additional Strikes
8. Damage Barrier
9. Counterstrike
10. Attack Ends

Attacks usually occur when a creature makes an attack using one of the attacks printed on its card (an "attack bar"), or when a Mage casts an attack spell or attacks with a weapon he has equipped himself with. Making an attack is quick and easy. Usually you just choose a target, roll attack dice, and score damage on the target. However, a specific series of steps are provided as a formalized process. Once you've made a few attacks, these steps will be intuitive and automatic. All of these Steps are part of one attack action. A creature may use one attack action to make multiple attacks (see Step 5. Additional Strikes on page 26, and Sweeping in the codex).

STEP 1: DECLARE ATTACK

Announce which attack you are using. If your creature has more than one attack, represented by more than one "attack bar" on its card, you must choose only one attack to use. You must choose an attack whose **action icon** matches the type of action you are taking (for example, a **full action** icon will require the creature to use a **full action** to make that attack).

Then, announce what target you are attacking. You must choose a legal target for your attack:

If you are making a melee attack, the target must be in the same zone as the attacker. If there are enemy guards in the zone, you must choose one of the guards to attack (see "Guarding" on page 29).

If you are making a ranged attack, the target must be in range of the attack. A ranged attack ignores guards. All ranged attacks have a minimum and a maximum range. The target must be in a zone that falls within that range (see "Counting Distances" on page 10). Also, a ranged attack must make sure

it has a clear LoS (line of sight) - see "Line of Sight" on page 17. All ranged attacks ignore steps 6 and 7.

Remember: If a Flying creature attacks a non-Flying object, it loses Flying until the end of the attack. See "Flying" on page 15.

If the attacker or defender moves during the attack (such as by revealing an enchantment that allows him to Teleport) that attack is canceled, even if the move was to another location that is in range.

If you change your mind, or find you cannot make the attack, you may cancel the attack action and choose a different action instead. However, after this Step the attack action is committed to, and if it is later canceled for any reason, you will lose the action.

Example: *This Royal Archer has two attacks. Her Longbow* ***ranged*** *attack is more powerful, but requires a* ***full action*** *and can only target an enemy that is 1 or 2 zones away. If she can only take a quick action, or if she wants to target an enemy in her zone (range "0"), she must use her weaker Knife* ***melee*** *attack.*



STEP 2: PAY COSTS

You **must** pay any costs required to make the attack. For example, an enchantment may force you to pay mana before your creature can attack.

If you cannot pay all of the costs, the attack is canceled, and you have lost the action!

STEP 3: ROLL TO MISS

Most attacks are always "on target" and this Step is skipped. However, some spells or effects require the attacker to roll the d12 effect die to see if they miss their target. For example, if the attacker is **Dazed**, he must roll to see if his attack misses (see "Daze" in the Codex). If the attack fails this roll, it has "missed" and skips to Step 7: Additional Strikes. See "Daze" in the Codex.

STEP 4: AVOID ATTACK

The defender may now attempt to avoid an attack by using a Defense.

Important: The defender must decide whether to use a Defense (see "Defenses" page 24) before the attacker proceeds to the next step and rolls the dice.

If the attack is avoided, skip to Step 7: Additional Strikes. If the attack is not avoided then the attack continues with Step 5: Roll Dice.

ATTACK SPELLS

When you cast an attack spell, it is both a spell and an attack. First, you must follow all steps for casting, just like any spell. Then, if the spell is not countered, you must resolve the attack, following the steps for attacking.



The target of the attack is always the same as the target you chose when you cast the spell.

Attack spells will not show a "quick" or "full" action icon on the attack bar, because the quick or full action required to make the attack occurs when the spell is cast. Also, the range of the attack is determined by the range of the spell, so no range is shown on the attack bar. They also do not have an "attack name" on the bar, because the name of the attack is the same as the spell.



ZONE ATTACKS



Most attacks can only affect a single object, but some attacks affect everything in an entire zone! These are called **Zone Attacks** and are marked with this symbol. The target zone must be in range of the attacker.

Zone Attacks always target a zone, never a creature or object. Therefore, abilities and traits that allow a target to react when it is the target of an attack do not apply against a Zone Attack. Zone attacks always have the **Unavoidable** trait, so Defenses have no effect against them.



During the Roll to Miss Step of the attack, the zone attack only has to roll once to see if it "misses' the zone; it does not roll for each individual object in that zone. A Zone Attack rolls damage and additional effects separately against each creature and conjuration in the target zone, whether friend or foe. Roll for each defender, one at a time, in any order the attacker chooses. Each attack must be completed before the next begins.

Walls are always considered outside of a zone, so Zone Attacks never affect them.

DEFENSES

The gold shield icon represents a Defense attribute. The large number at the top of the shield shows how effective the Defense is: You must roll this number or higher on the effect die to avoid the attack. First, announce that you are using your Defense, then roll the die: if you are successful, the attack is completely avoided (it "misses" the target). No dice are rolled. The attack still takes place and costs the attacker its action, but it has no effect and no attack dice are rolled (skip to Step 7: Additional Strikes).

Important: A creature can never use more than one Defense against a single attack (even if it has multiple mandatory enchantments that are all revealed when it is attacked!). You must choose only **one** of the available Defenses to use each time the creature is attacked.



The small number at the bottom of the Defense icon shows how many times each round you may use that Defense. Most Defenses say "1X", which means that it can be used only once each round. Ready markers are used to track when the Defense is used. When the ready marker is face-up, the Defense is ready to be used.

Some Defenses show an infinity symbol (∞). These Defenses can be used every time that creature is attacked, but can be used only **one time per attack**.

Most Defenses are optional. You can choose to use them or not. Even with an "infinite" Defense, you can always choose to not use the Defense. A mandatory *Block* enchantment must be revealed, but you can always choose to not pay its reveal cost.

Some Defenses do not work against a particular attack type. If a Defense has a melee icon with a slash through it, it cannot be used against melee attacks (only ranged). Similarly, a ranged icon with a slash means that it cannot be used against ranged attacks.

You cannot use a Defense against an attack that has the Unavoidable trait.

Some conditions, such as Stun, may prevent a creature from using their Defense, while others, like Daze, reduce their effectiveness and apply a penalty to the Defense roll.

Some equipment and enchantment spells grant a creature a Defense when attached to them.

Example: *The Warlock has 2 Defenses available: A Force Sword enchantment and Deflection Bracers equipment. The Timber Wolf in his zone makes a melee attack against him. Since both of his Defenses work against melee attacks, he may choose which one to use to try and avoid the Wolf's attack. He chooses to use the Bracers and rolls a d12 effect die. After using his bracers, he must flip the Ready Marker. He won't be able to use the Bracers again until after the next Reset Phase.*



STEP 5: ROLL DICE

Now you roll the attack dice and the effect die to see how much damage was done!



Attack Modifiers

Each attack lists the base number of attack dice to roll when you make that attack. Normally, you get to roll that many dice. But, there are some traits and abilities that modify the number of dice you roll.

For example, the **Aegis** trait reduces the number of dice the attacker rolls. Or, if the defender has the **Lightning +2** trait (it is weak against *lightning* damage), you might add dice to the attack (see "Damage Types" page 27).

Some attacks gain a bonus against targets with particular traits or subtypes. For example, Samandriel, Angel of Light has **+1 vs. Nonliving or Dark creatures** listed on her attack bar. If she is attacking a creature with the Nonliving trait, or from the *Dark* school, she adds +1 die to the number of attack dice rolled, and also adds +1 to the roll of the effect die.

Important: No matter how many traits or effects apply, the attacker **always** gets to roll at least 1 die, unless the target is **Immune** to the **damage type** of the attack.

Add or subtract all of these modifiers from the number of dice listed in the attack bar. Roll a number of dice equal to the final, modified attack value. If the attack has any possible additional effects listed in the attack bar (always shown as an additional effect box with a d12 icon), also roll the effect die at the same time, and add or subtract any modifiers to that roll.

STEP 6: DAMAGE & EFFECTS

With this step an attack has officially "**hit**" its target.

An attack does not "hit", if this step is skipped (for example, the attack misses due to a Daze condition, or is avoided by a Defense) or if the attack is canceled before this step can occur (for example, the target uses Divine Intervention to Teleport away!).

First, add up the value of all normal hits showing on the attack dice and subtract the target's Armor from this total. If the result is more than zero, the target receives that much **normal damage**. Next, add up the value of all of the critical hits showing on the attack dice. This is **critical damage** and it ignores Armor. The amount of damage dealt is equal to the sum of the normal damage and the critical damage.

Mark the damage on the defender. The Mage records his damage on the status board, while a creature will use damage counters (see "Life and Damage" on page 14).

READING THE ATTACK DICE

There are three possible results when you roll an attack die:



- **No Damage:** A blank die face indicates zero damage to the target.
- **Normal Damage:** A numbered face without a starburst is normal damage. Normal damage is reduced by the defender's Armor.
- **Critical Damage:** A face with the starburst indicates **critical** damage. Critical damage ignores the defender's Armor.



Example: *The Beastmaster attacks an enemy Imp with 6 attack dice. The Imp has 2 Armor. The Beastmaster rolls: The Imp takes a total of 2 damage from the attack: The 2 critical damage ignores its Armor, while the 1 normal damage is reduced to less than 1 by the Imp's Armor (1 – 2 = -1), so it takes no normal damage.*

Additional Effects



If the attack can cause additional effects (shown as an additional effects box on the attack bar) compare the roll of the d12 effect die to the additional effect chart in the attack bar.

In the example shown, if a 6 is rolled on the effect die, the target would receive the Daze condition. If a 9 is rolled, the target would receive the Stun condition. If a 4 is rolled, no additional effects happen.

If an object receives a condition, find the matching condition marker and place it on the creature. If the effect box shows a condition with a number in front of it, such as "2 Burn", then place 2 Burn markers on that defender. Sometimes the effect box will list two different effects for the same die result, such as "Push & Daze". In this case the defender is both Pushed and receives a Dazed condition.

See "Effects and Conditions" in the sidebar on the next page.

STEP 7: ADDITIONAL STRIKES

Some traits, such as **Triplestrike**, allow the attacker to make additional attacks against the same target. Once the first strike is finished, you get to make these additional strikes. Each additional strike is resolved, one at a time, following these 4 steps: Roll to Miss, Avoid Attack, Roll Dice, Damage and Effects.

Note: All of these strikes are still part of the same attack action, and the defender will still only get **one** damage barrier attack and **one** counterstrike!

After the final strike is resolved, proceed to Step 8.

EFFECTS AND CONDITIONS

Spells and attacks can cause a variety of effects and conditions in addition to, or instead of, doing damage.

An **effect** is a brief, immediate change in the target's status. No marker is needed to record an effect. For example, the target may be Pushed into an adjacent zone.

A **condition** is longer-lasting, and is noted by a marker placed on the target. Condition markers are two-sided, and you place the side you are using face-up on the target object. For example, if the target is on fire, a Burn marker is placed on it.

All conditions can be duplicated on the same creature. This may increase the effects. For example, a creature with two Weak Condition Markers would have -2 to all of its non-spell attacks. Some conditions cannot be increased in this way. For example, a creature that has the Stun condition cannot take any actions until the end of its next Action Phase. If it gains a second Stun marker, it is still Incapacitated only until the end of its next Action Phase.

Most conditions can be removed in a specific way. Some conditions are removed automatically, while others require an escape roll. Escape rolls are always made at the end of the creature's Action Phase. Roll the effect die: if the roll matches the number required on the condition marker, it is removed. Otherwise, it remains on the creature until the end of its next Action Phase, when another escape roll can be attempted.

You can look up individual effects and conditions in the Codex.

DIRECT DAMAGE

Some effects cause **direct damage**. This damage is placed directly on the target creature. It is not an attack, and cannot be prevented or avoided. Armor and other traits, effects, and abilities cannot modify or reduce direct damage.

Exception: If an object has **Immunity** to a damage type, it is not affected by direct damage of that type.

REMOVING DAMAGE

Some spells and creature abilities can remove damage from a creature or object.

HEALING: Healing can occur from a spell such as *Minor Heal*. Normally, you will roll a number of attack dice to determine the amount of damage you can remove. Healing ignores the target's Armor. Critical and normal damage numbers on the attack dice are all the same when rolling for healing.

REGENERATION: Regeneration is a type of healing which heals (removes) a certain amount of damage every round, during the Upkeep Phase. For example, a creature with the **Regenerate 2** trait will heal two damage during the Upkeep Phase each round.

When you remove damage from your Mage, simply move the damage cube on your Mage status board down the appropriate number of spaces. If you remove damage from another creature, remove damage counters from the creature card. You can never remove more damage than the creature currently has. Any excess healing or regeneration is lost.



Important: Only **Living** creatures and conjurations can be healed or regenerate. **Nonliving** objects have the **Finite Life** trait, and cannot remove damage in this way.

Some creatures have the ability to heal others as an action they can take. They have an ability bar on their card showing the healing icon, and the number of dice they roll when healing. The ability bar may list a range, which is the range the target must be from the healer.

Example: *The Asyran Cleric has an ability bar with the healing icon. He can target a creature 0-1 zones away with healing. He rolls 1 die, and removes that much damage from the creature.*

HEALING ICON



DAMAGE MODIFIERS

Some objects have a trait that makes them particularly strong against, or vulnerable to, certain damage types. For example, a Knight may have the Lightning +2 trait, while a Demon might have the Flame -2 trait.

Many attacks show a damage type in the attack bar. For instance, the Lightning Bolt spell has the lightning icon, so it deals *lightning* damage.

If a creature has a trait that modifies a type of damage, the attacker modifies the number of dice rolled by the value of the trait. Also, if the attack has an additional effect, you add or subtract the modifier to the effect die roll.

Example: *A Knight of Westlock has the Lightning +2 trait. If you attack him with the Lightning Bolt spell, you roll 2 additional attack dice, and add +2 to the Effect Die roll to see if the knight is Dazed or Stunned. All damage type modifiers are cumulative, and are added together during an attack. If the Knight of Westlock was enchanted with a spell that granted him the Lightning -3 trait, any lightning-based attack would instead be reduced by 1 die (2 – 3 = -1).*

DAMAGE IMMUNITY

A small number of objects are completely immune to a type of damage. For example, the Firebrand Imp has the Flame Immunity trait. If a creature is immune to the damage type of an attack, it is completely unaffected: do not roll any attack dice or the effect die against that defender.

THE DAMAGE TYPES

Damage type icons which will appear in an attack bar:



Flame: Roaring fire or searing heat, these attacks can cause 1 or more Burn conditions.



Hydro: Powerful waves of water, these attacks can Push or Daze.



Light: Bright, holy radiance that blinds, these attacks can Daze or Stun, and usually have a bonus when attacking Nonliving creatures.



Lightning: Bolts of shocking electricity, these attacks can Daze or Stun and have the Ethereal trait.



Poison: Venom, toxins or diseases. Poison spells or attacks can cause conditions like Rot, Weak, or Cripple.



Psychic: Invisible mental or telepathic effect or assault. Psychic spells and attacks can cause the Stun, Daze, or Sleep condition.



Wind: Powerful bursts of air, these attacks have the Ethereal trait, and may have a bonus when attacking Flying creatures.

REMOVAL COSTS



Most condition markers have a small number inside a gray circle printed on the marker. This is the removal cost for that marker. Some spells and abilities allow you to remove conditions from a target by paying their removal cost in mana. If a marker has no removal cost, you may not remove it using such a spell or ability. If a target has multiple condition markers and you only remove some of them, only the effects of the removed markers are negated.

Note: You cannot simply pay the removal cost to remove a condition marker, you must use a spell or ability which allows you to remove them in this way. For example, the Priestess has a special ability which allows her to remove conditions from creatures. The other Mages do not have this built-in ability and would require a spell such as *Purify* to remove certain conditions.

STEP 8: DAMAGE BARRIER

If the attacker **hits** the defender with a **melee** attack, and the defender has a **damage barrier**, the defender **must** make an attack with the damage barrier at this time. Note that an attack "hits" if it has a "Damage and Effects Step". If the attacker made multiple strikes, at least one must have hit in order for the damage barrier to attack. If no attack hits the defender, then the damage barrier does not get to attack.

The damage barrier attack is resolved using only Step 3: Roll Dice, and Step 6: Damage and Effects.

Ranged attacks ignore this step. See "Damage Barriers" sidebar.

STEP 9: COUNTERSTRIKE

If the attacker made a **melee** attack on the defender, and the defender has a **quick melee attack** with the **Counterstrike** trait, the defender may choose to counterstrike the attacker at this time. This is a "free" quick melee attack against the attacker.

The defender may counterstrike, even if the attacker's attack did not hit (possibly because it missed or was avoided). However if the defender is destroyed earlier in the attack, it does not get a counterstrike.

The counterstrike attack is resolved like a normal attack, starting with Step 1: Declare Attack, except that no additional counterstrikes occur. You cannot counterstrike a counterstrike!

Ranged attacks skip this step.

Important: If the defender has a **guard marker**, it removes that marker at the end of this step. It does this regardless as to

whether or not the attacker's attacks hit. See "Counterstrike" sidebar on page 28.

DAMAGE BARRIERS



A damage barrier gives a defender a "free" automatic attack against every creature that hits it with a melee attack. This attack occurs during the Damage Barrier Step of an attack.

If at least one melee attack has "hit" the defender, then the damage barrier **must** attack.

A damage barrier can attack each attacker **once** each round. If an attacker makes multiple strikes, the damage barrier only gets to attack **once** after all the strikes are complete.

Note: A damage barrier works only against **melee** attacks. A creature that is the target of a ranged attack or other non-melee attack does not get to use its damage barrier.

Damage barrier attacks always have the Unavoidable trait, and cannot be avoided by a Defense.

Damage barriers are a special type of attack, and are neither melee nor ranged attacks. They only have 2 steps to follow when attacking: 1) Roll Dice and 2) Damage and Effects. They will not trigger another damage barrier attack or a counterstrike.

Damage barriers function automatically and do not require an action to be used. The damage barrier is making the attack (and is the source of the attack.) Traits, spells, and conditions that modify that creature's attacks, including Stun, Daze, Weak, etc. have no effect on damage barriers. A damage barrier still makes its attack even if the creature was destroyed earlier in the same attack action. **Traits on the defending creature** (the creature the damage barrier is attacking) can modify the damage barrier attack (such as **Aegis 1** or **Flame +2)**.



Important: Each object can be protected by only one damage barrier at a time. If a creature has somehow acquired multiple damage barriers, only the first one counts.

COUNTERSTRIKE

After a creature is **melee** attacked, it may use any of its **quick melee attacks** that have the **Counterstrike** trait to make a melee attack against the attacker. A counterstrike attack is a "free" attack, and does not require the creature to use an action. This attack occurs during the Counterstrike Step of the attack.



The defender may counterstrike, even if the attacker's attack did not hit.

A creature may make **one** counterstrike against each creature that attacks it with a **melee** attack (even if the attacker attacks it with more than one strike during the attack). Multiple Counterstrike traits on the same creature do not allow it to make additional counterstrikes.

Counterstrike is always voluntary. You are not forced to make the attack if you don't want to (and in some cases it may be a disadvantage to attack!).

The Counterstrike can only be a single **quick action melee** attack. You may not make a **full action** melee attack or a ranged attack with Counterstrike.

Example: *A Darkfenne Hydra has an attack with the Counterstrike trait. It chooses to guard, which gives all its quick melee attacks the Counterstrike trait. It also has a Retaliate enchantment on it, which also grants its attacks the Counterstrike trait. If the Hydra is the target of a melee attack, it still only gets to make a single quick melee attack, despite having Counterstrike on it three times.*

A Counterstrike follows the normal attack process, starting with Step 1: Declare Attack, but it always skips Step 9 (Counterstrike).

STEP 10: ATTACK ENDS

Once any defending counterstrike is complete, the attack is over. If the attacker is using an attack with the **Sweeping** trait, or if this is a **Zone Attack**, make the additional attacks now (starting with Step 1: Declare Attack). If not, the attacking creature's Action Phase is over.

Since this is the end of the attacker's Action Phase, you will now resolve any conditions on it (such as removing a Daze or Stun marker).

Important: Any conditions that the attacker gained as a result of the defender's damage barrier or counterstrike, if they have "end of Action Phase" effects, are **not** resolved at the end of this Action Phase. For example, if the defender Stunned the attacker with his damage barrier, leave the Stun marker on the attacker and do not remove it at the end of

this Action Phase. In this manner it will remain in play and will have an effect on the attacker for his **next** Action Phase.

GUARDING



A creature may use a quick action to guard. Place a guard marker on the creature.

Guarding has 2 benefits:

- **Counterstrike:** While a creature is guarding, all of its quick action melee attacks gain the Counterstrike trait.
- **Protect the Zone:** If there is an enemy guard (a creature with a guard marker) in a zone, then you cannot melee attack any object in that zone other than enemy guards. This condition is checked when the attack is declared.

Important: Only **melee** attacks must consider guards. Attack spells and other ranged attacks ignore guards! Also, a creature may always attack itself, or an object attached to itself, ignoring all guards.

Guard markers are always removed at the beginning of a creature's Action Phase.

Using Guards

Guarding allows you to protect important creatures or conjurations. For example, having a few guards in the same zone as your Mage, allows you to direct enemy melee attacks to your guards, instead of your Mage.

Removing Guards

If a guard is the target of a melee attack, you must remove the guard marker when the attack is complete, at the end of the Counterstrike Step, even if the attack did not hit. Once the attack is resolved, the creature is no longer guarding and loses both the Counterstrike trait granted by guarding and the ability to protect its zone.

If your opponent has guards, the easiest way to get past them is to attack them with **melee** attacks. You can use weaker creatures to "engage and occupy" the guards, then move in and attack a vulnerable target with a more powerful creature. Choosing which creatures to engage and attack guards with is an important part of Mage Wars® tactics.

Example: *The Beastmaster is protected by a Steelclaw Grizzly that is guarding his zone. The Warlock wants to attack the Beastmaster with his powerful Darkpact Slayer demon, but he has to deal with the guard first. He sends in his pet werewolf, Goran, to attack the bear (1). Regardless of how that attack goes, the bear will lose its guard marker, leaving the Beastmaster open so the demon can attack later in the round (2).*

If a guard is **not** melee attacked, it may retain its guard marker until the start of its next Action Phase.

Note: Attacking a guard has no effect on the guard's **action marker**. If an active creature is on guard, it will still be active after it is attacked. This may allow a creature to attack twice in the same round: once with the guard counterstrike, then later during its own Action Phase.

IGNORING GUARDS

In some cases guards can be ignored. If an attacking creature can ignore a guard, it may choose to melee attack a different target in the zone, and it does not have to attack the ignored guard.

Important: If an attacking creature can ignore a guard, but chooses to attack it anyway, that guard may still counterstrike. Some creatures may choose to guard even if they can be ignored, just to be able to counterstrike if they are attacked.

Elusive Creatures: Creatures that have the **Elusive** trait may ignore guards when choosing a target for a melee attack.

Restrained Guards: A guard that is **Restrained** cannot protect its zone, and can be ignored by any attacker.

Incapacitated: Incapacitated creatures cannot guard, and lose any guard marker they have.

Pests: Creatures with the Pest trait are too small or easily avoided. They cannot block other creatures, and can be ignored by any attacker.

Sweeping Attacks: If a creature makes an attack with the Sweeping trait, it must attack enemy guards first, before it can attack any other creatures.

Flying Creatures and Guards: Guards affect a flying creature when it makes a melee attack, but only if it is attacking a **non-Flying** object in the guard's zone. Melee attacks against other Flying objects always ignore guards. If a Flying creature guards, it loses, and cannot gain, the Flying trait for as long as it has the guard marker.



BROGAN VERSUS THE HYDRA

As heroes are wont to do, *Brogan Bloodstone* bravely attacks his enemy's strongest asset: the *Darkfenne Hydra*! *Brogan* has been fortified with two enchantments: *Bear Strength* and *Cobra Reflexes*. The *Hydra* has also been enchanted with a *Circle of Lightning*. Unfortunately, *Brogan* has a Daze condition marker on him from an earlier attack.

Step 1: Declare Attack
Brogan announces he will attack the *Hydra* with his melee attack "Vorpal Blade."

Step 2: Pay Costs
Brogan has no costs to pay.

Step 3: Roll to Miss

Brogan has to see if his Daze condition causes his attack to miss. He rolls the effect die. What luck! He rolled a 7, so he attacks normally.

Step 4: Avoid Attack
Thankfully, the *Hydra* has no Defenses, so nothing happens in this step.

Step 5: Roll Dice
Now *Brogan* gets to roll the dice for his attack. Thanks to his powerful *Bear Strength* enchantment, *Brogan* receives 2 additional dice when he attacks and rolls 6 dice total:

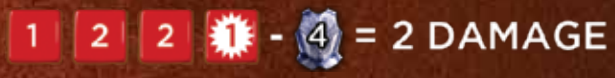


Step 6: Damage and Effects
The 3 **critical** damage ignore Armor and score 3 damage. The 2 **normal** damage would normally be reduced by the *Hydra's* Armor, but *Brogan's* attack has the **Piercing +3** trait, so he ignores 3 points of Armor when he attacks! The *Hydra* takes a total of 5 damage: truly a mighty blow! Damage counters equal to 5 damage are placed on the *Hydra*.

Step 7: Additional Strikes
The *Hydra* is no doubt relieved that *Brogan* only gets 1 strike when he attacks. Nothing happens in this step.

Step 8: Damage Barrier
Sadly for our hero, the *Hydra* has a damage barrier! It automatically blasts *Brogan* with a powerful *lightning* attack. *Brogan's Cobra Reflexes* is useless here, since damage barrier attacks have the **Unavoidable** trait and ignore Defenses. Even worse, *Brogan* is vulnerable to ***lightning*** attacks (metal Armor is a great conductor!), and has the **Lightning +2** trait, so the *Hydra's* damage barrier is more powerful. The *Hydra* rolls 4 dice (2 dice + another 2 dice for the Lightning +2 trait):

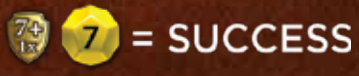




The 1 critical damage ignores *Brogan's* powerful Armor. The 5 normal damage is reduced by *Brogan's* 4 Armor, and causes 1 more damage. *Brogan* receives 2 damage counters. He's tough though: 2 damage is nowhere near the 11 it will take to kill this mighty hero.

The *Circle of Lightning* also has an additional effect roll. Because of *Brogan's* Lightning +2 trait also adds +2 to the *Hydra's* effect die roll. But *Brogan* is truly blessed! The *Hydra* rolls a 1, and even with the modifier, that's not high enough to Daze or Stun *Brogan*.

Step 9: Counterstrike
But like the serpent it is, the *Hydra* won't let *Brogan* off so easy. It has an attack with the Counterstrike trait, so it gets to swing back at the brave paladin. This time, though, the *Cobra Reflexes* applies. *Brogan* rolls the effect die to see if his Defense avoids the attack:



Brogan rolled a 10. Success! Even though he suffers a -2 penalty for his Defenses from the Daze condition, the Defense works and completely avoids the *Hydra's* attack (10-2 = 8!). Sadly, he can only use the *Cobra Reflexes* once each round, so he has to flip its ready marker to the "used" side. For the rest of the round he will have to rely on his Armor and natural toughness to survive!

MAGES

Welcome to the advanced part of the rulebook. You should only read these rules if you have played a few games using the Apprentice Mode (see page 2). When you are ready, upgrade to using these special rules for Mages and Spellbooks.

There are several differences between Mages in Apprentice Mode and in the full game. For example: each of the Mages listed below has their own unique attributes that you should mark on your status board when you play. Note: They still start with 10 mana in their mana supply. They also have their own unique abilities listed below. You'll need to play with their Ability Cards. All the information you need about the Mages' abilities and attributes can be found on their Ability Card, and explained further below. Also, in the full game, we play on the entire arena, not just half.

The Mage Ability Card

Each Mage comes with his own matching Ability Card which tells you everything you need to know about your Mage:

- **Class:** Beastmaster, Priestess, Warlock, or Wizard, each type of Mage has unique abilities and advantages.
- **Spellpoints:** This is how many points you can spend to build your Mage's spellbook. See "Training" on page 35.
- **Life:** The maximum amount of damage your Mage can take before being destroyed. Place a black status cube on this space of your Mage status board.
- **Armor:** Armor reduces the damage from attacks. Most Mages start with no armor.
- **Channeling:** The amount of mana your Mage generates each round. Place a black status cube on this space of your Mage status board.
- **Subclass:** Each Mage Ability card has a subclass. Future expansions of the game will provide new **subclass** ability cards, each with new abilities and attributes.
- **Type and Subtype:** All cards have a type that determines how it behaves in the arena. Your Mage is a creature, which means he may move around the arena and take actions. Note, for all purposes, your Mage is a **Level 6** creature.

  He also has a "subtype", which is his "race". For example, the Wizard is "*human*".
- **Training:** These are the schools of magic the Mage is trained in. See "Training" on page 35.
- **Abilities:** These are special abilities unique to each Mage. Read the abilities for your Mage carefully, and be sure to take advantage of them during your game! Note that some abilities use special markers (Pet, Bloodreaper, and Voltaric Shield).
- **Attacks:** This information is used when your Mage makes an attack.



BEASTMASTER



Beastmasters specialize in calling up nature's allies and empowering them to be more than mere beasts. Whether he wants to empower several large beasts or surround his foes with swarms of vermin, his enemies will know what it is to be hunted. He starts with 36 Life, a Channeling rate of 9, and a basic melee attack of 3 attack dice.

Quick Summoning

The Beastmaster's Quick Summoning ability allows him to cast a Level 1 ***animal*** as a quick spell. He can do this just once per round. So, small animals like *Bitterwood Foxes*, *Thunderift Falcons*, and *Feral Bobcats* can be cast as a quick spell. Since it is a quick spell, he can move first before casting the spell, allowing him to summon ***animals*** on the run! Also, as a quick spell, it can be cast using his quickcast action, allowing the Beastmaster to potentially summon two creatures in a round (one with his quickcast action, and one with his regular action.) Of course, since it is a quick spell, it is also vulnerable to things which affect spells, such as the *Jinx* enchantment.



Beastmaster Pet

The Beastmaster has the ability to bond an animal to be his personal Pet. When a friendly animal creature is Summoned, the Beastmaster can make it his Pet. He does this by placing his special "Pet" marker on the animal and paying mana equal to the animal's Level+1. This is done immediately at the time the animal is Summoned, regardless of range or LoS.



For example, if a friendly Timber Wolf is Summoned, the Beastmaster can choose to make it is his Pet. Since the Timber Wolf is a Level 2 creature, this will cost him 3 mana to make it his Pet (Level 2 + 1 = 3 mana).

Note: The Pet marker can be assigned to any new friendly animal when it comes into play, regardless as to how it was Summoned. For example, it might have been Summoned by the Beastmaster's *Lair*.

The Pet marker makes the animal larger and stronger than normal, and gives the creature these bonuses: It gains the **Melee +1** trait, and also gains **Armor +1** and **Life +3**. Because the Pet is a ferocious protector of his master, the Pet also gains an additional **Melee +1** trait when in the same zone as his Beastmaster.



The Beastmaster can only have one Pet at a time, and thus has only one Pet marker. The Pet marker stays with the ***animal***, until the ***animal*** is destroyed, at which point the Pet marker returns to the Beastmaster, where it can be used to assign to a new ***animal*** later.

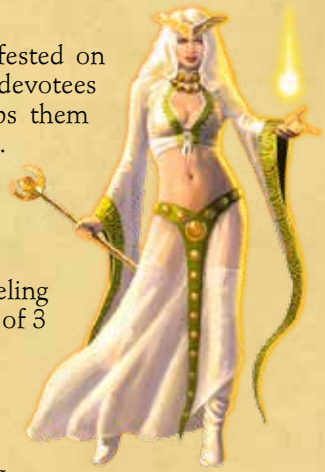
Note: the Pet marker can only be assigned to a non-Legendary ***animal*** creature.

Battle Skill

The Beastmaster has some battle expertise and is fairly strong. Thus he has the "Melee +1" trait. This means he adds 1 to the attack dice when he makes a melee attack. This includes his basic melee attack, which means he actually rolls 4 dice when he uses his basic melee attack.



PRIESTESS



The Priestess is Asyra's will manifested on Etheria. She calls the strongest devotees in Westlock to her side, and keeps them fighting through Asyra's blessing. Whether by surviving the enemy's most brutal assaults or bringing divine vengeance upon her foes, the Priestess will bring only victory. She starts with 32 Life, a Channeling rate of 10, and a basic melee attack of 3 attack dice.

Divine Reward

Asyra rewards the Priestess each round for healing and protecting her forces. Once per round, whenever the Priestess casts and resolves a ***Holy*** incantation spell, or reveals a ***Holy*** enchantment spell, she gains 1 Life.

This ability is fairly self-explanatory, and generally the Priestess will be casting lots of ***Holy*** spells, which will help heal and protect her forces. *Note: She does not gain Life for casting creature, conjuration, equipment, or attack spells.*



Note: This Life gain is different from healing damage. Life is the total amount of damage you can take before being destroyed. So, by gaining Life, the Priestess has permanently made herself stronger, making her harder to destroy. This is superior to simply trying to heal herself after suffering damage. Healing will remove damage, but it does not restore or increase your Life total.

Restore

The Priestess has the ability to restore and renew her creatures; quenching fires, removing poisons, or taking away the effects of stunning lightning bolts. She can remove condition markers from creatures, such as Burn, Daze, Stun, Rot, Weak, Cripple, and Sleep.

This ability basically gives the Priestess two repeatable spells she can cast:



1) The first is a quick spell (requires a quick action to cast it), which targets a creature within 1 zone of the Priestess and removes one condition marker on that creature by paying its removal cost.

2) The second is a full spell (requires a full action to cast it), which targets a creature within 1 zone of the

Priestess and removes any number of condition markers on that creature by paying the sum of all of their removal costs.



Note that neither of these spells counts as a Holy spell and will not trigger her Divine Reward ability. She can cast these spells as if the spell cards for them were always in her hand as part of her planned spells each round. Unlike a spell card, it is not "discarded" after it is cast. She can cast them again and again, as often as she is able.

The removal cost for each condition is printed on the marker as a small black number inside a gray circle. For example: the removal cost for Stun is 4 mana.

WARLOCK

Born of pain and determination, the Warlock aligned himself with demons. A master of fire, he will incinerate those who stand against him. Through vile blood rituals he will toy with his opponents, debilitating them with curses, and engaging in lethal demonic pacts. Perhaps it is his day to die, but the Warlock knows well that he will see his enemy's last breath before his own escapes his lips. He starts with 38 Life, a Channeling rate of 9, and a basic melee attack of 3 attack dice.





Curseweaving

Curseweaving enables the Warlock to re-use curse enchantments, after the creature they are attached to is destroyed. Once per round, if a creature that you have a curse on is destroyed, you can return that curse to your spellbook rather than put it in the discard pile.

You can only return one curse per round to your spellbook. So, if the creature that dies has 3 of your curses on it, you must choose only one of them to return to your spellbook. Or if several creatures die in the same round, each having one or more of your curses on them, you still can only salvage just one curse.

Bloodreaper

The Warlock is able to sacrifice some of his Life to form a blood pact with one of his Summoned ***demons***.

When a friendly ***demon*** creature is Summoned, the Warlock can make it his Bloodreaper. He does this by placing his special "Bloodreaper" marker on the ***demon***, and losing Life equal to the ***demon's*** Level+1. This is done immediately at the time the demon is Summoned, regardless of range or LoS.. The Warlock moves his Life status marker down on his Mage status board to record the amount of Life he has lost.



For example, if a friendly Darkpact Slayer is Summoned, the Warlock can choose to make it is his Bloodreaper. Since the Darkpact Slayer is a Level 3 creature, this will cost him 4 Life to make it his Bloodreaper (Level 3 + 1 = 4 Life).

Note: This loss of Life is different from receiving damage. Life is the total amount of damage you can take before being destroyed. So, by losing Life, the Warlock has permanently weakened himself, making himself easier to be destroyed. Healing damage will remove damage, but it does not restore or increase your Life total.

Note: The Bloodreaper marker can be assigned to any new friendly ***demon*** when it comes into play, regardless as to how it was Summoned. For example, it might have been Summoned by the Warlock's *Pentagram*.

The Bloodreaper marker turns the ***demon*** into a ferocious predator. It has a savage lust for blood, and will actively seek out any bleeding creature and attack it in a maniacal frenzy. The Bloodreaper gains the **Bloodthirsty +2** trait. This means that anytime it attacks a damaged Living creature, it gains 2 additional attack dice. This occurs once per attack action. Furthermore, because of its lust for blood, it **must** choose to attack a damaged Living creature in its zone, if there is one. This gives an opportunity for opponents to "lure" the Bloodreaper into attacking a different target, perhaps one who is less important, or that has a Defense.



Additionally, this special blood pact allows the Warlock to benefit from the bloodletting by stealing some of the life force of the Bloodreaper's victim. The first time each round that the Bloodreaper attacks and damages a Living creature, the Warlock may heal up to 2 damage from himself. If he has no damage to remove, then he does not gain any benefit from that attack.

The Warlock can only have one Bloodreaper at a time and thus has only one Bloodreaper marker. The Bloodreaper marker stays with the ***demon*** until it is destroyed. At this point, the Bloodreaper marker returns to the Warlock, allowing him to assign it to a new ***demon*** later. Note that each new Bloodreaper reduces the Warlock's Life further -

and while the Warlock has many ways to heal, it is much harder for him to gain Life.

Note: The Bloodreaper marker can only be assigned to a non-Legendary ***demon*** creature.

Battle Skill



The Warlock is a strong frontline fighter. Thus he has the "Melee +1" trait. This means he adds 1 to the attack dice when he makes a melee attack. This includes his basic melee attack, which means he actually rolls 4 dice when he uses his basic melee attack.

WIZARD



Wizards believe that true strength in magic comes from the mysterious plane of Voltari. With their understanding of the arcane they can flexibly use any of the elements to defeat their opponents. Through their control of mana, they increase their own supply while limiting their opponent's. As a distraction, they Summon from a variety of fantastic and bizarre creatures, and will bind themselves to an elemental school. They understand that battles are won with tactics, not brute force. He starts with 32 Life, a Channeling rate of 10, and a basic melee attack of 3 attack dice.

Voltaric Shield

The Wizard has a built-in "Mana Shield", an invisible energy field that surrounds and protects him, stopping damage from enemy attacks. The shield is either turned "on" or "off", and a shield marker is used to keep track of this (one side says "on", and the other "off").

The Voltaric Shield can be activated (turned on) by paying 2 mana during the Upkeep Phase at the beginning of each game round. If activated, simply flip the shield marker to the "on" side. Now the Wizard has some protection for the coming game round.

The Shield prevents up to 3 damage from the very first attack which deals damage to the Mage each round. As soon as that attack is complete, the shield is "used up" and is flipped to its "off" side. The attack has to deal at least one point of damage to the Wizard in order to trigger and use the shield, and this damage is counted after armor has already taken effect. If the attack deals no damage to the Wizard (for example, all damage is absorbed by armor, or the attack is blocked by a Defense), the shield is not used. If the attack deals only 1 or 2 damage, all of that damage is prevented, but the shield is still used up (the unused points of damage reduction do not carry over into a future attack).

Note that Voltaric Shield only protects against attacks, not from direct damage. The Wizard can still receive damage from effects which deal direct damage, such as the *Ghoul Rot* curse, burn damage from a Burn condition, or spells like *Drain Life*.



The shield's power has a very short duration - whether the shield is used or not that round, it is always turned off at the end of the round. The Mage will have to spend 2 mana to reactivate it for the next round.

Arcane Zap

The Wizard is the only Mage in the core set with his own built-in magical attack spell, Arcane Zap. This is a very simple and useful attack spell, producing a small bolt of eldritch power. The Wizard uses it just as if he had chosen an attack spell card for his hand during the planning phase called "Arcane Zap." Arcane Zap can be cast just once each game round. Unlike a card spell, it is not discarded after it is cast. He can use it again every round! Arcane Zap costs 1 mana each time it is cast. The Wizard subtracts this from his mana supply just like casting any spell.

It is a ranged attack, with a range of 0-1 zones. So, the Wizard can target any creature or conjuration in his zone, or one zone away.

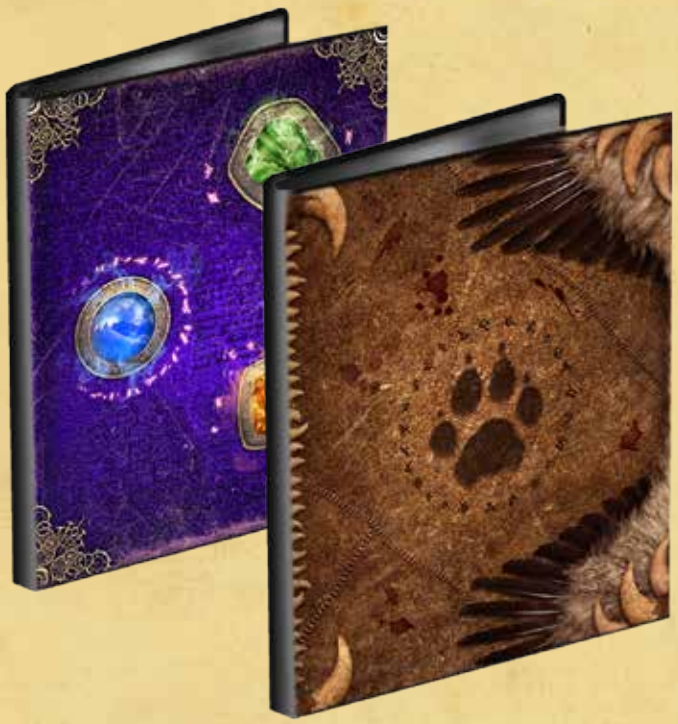
The attack deals 3 dice of damage. It also has the Ethereal trait, which makes it effective against Incorporeal objects like the *Whirling Spirit* or a *Fog Bank*.



Because it is a quick spell, the Wizard uses a quick action to cast it, which means it can be used with his normal action or with his Quickcast action. Of course, the fact that Arcane Zap is a spell also means that it can be countered or affected by spells like *Jinx*.

See more information on these abilities, including strategies and tactics, at WWW.MAGEWARS.COM.

SPELLBOOKS



To truly experience Mage Wars, you need to create your own unique spellbook. Your custom spellbook is made up of the spells **you** choose, so you can explore many different Mage Wars strategies.

Every player has his own "library" of spells: all of the spell cards that you have in your collection. When you design your own spellbook, you can use any of the cards in your library. You might create many different spellbooks in your library, perhaps several different spellbooks for each Mage.

Your Mage's ability card tells you what limitations you must follow when you build your spellbook. This information is presented at the top of the card and includes:

- Maximum Spell Points
- Training

Maximum Spell Points

When you build your spellbook, you get to spend your Mage's **spell points** to purchase the spell cards you want to include. You may not spend more Spell Points than the Maximum Spell Point total listed on your Ability Card.

Every spell in Mage Wars has a **spell Level**. This value is a rough indicator of how powerful that spell is and how difficult it is to cast. Each spell is also part of one or more schools of magic.

The number of spell points you must spend to add a spell to your spellbook is determined by the spell Level, and which schools of magic your Mage is trained in.

Training

Your Mage is trained in one or more schools of magic. These are the spells that are easiest for your Mage to learn. If you add a spell from a trained school into your spellbook, you must **spend spell points equal to the Level of the spell**.

If you add a spell from a school your Mage is **not** trained in, you must spend spell points equal to **twice** the Level of the spell.

Some spells belong to more than one school of magic. Spells which belong to multiple schools with an "**OR**" symbol joining the schools allow you to choose which school you must use for that spell. Their spell Level is the Level listed for any of those schools. *For example, the Elemental Wand spell is a Level 2 spell, and is either **Earth**, **Water**, **Air**, or **Fire**. So, a Warlock can treat it as a **Fire** spell and add it to his spellbook for just 2 spell points, since he is trained in **Fire** magic.*

Some spells belong to several schools and have an "**&**" symbol joining the schools. For these spells, you must pay the cost for **all** the schools. The Level for these spells is the sum of all the Levels for each school listed. *For example, Adramelech is both a Level 2 **Fire** spell and a Level 4 **Dark** spell. Therefore, Adramelech is a Level 6 spell (2 **Fire** + 4 **Dark**). The Wizard, who is trained in **Fire** magic, but not **Dark** magic, would have to pay a total of 10 spell points to add this demon to his spellbook [(4 X 2) Dark + (2) Fire]. The Warlock, who trained in both **Dark** and **Fire** schools, would only pay 6 spell points.*



Some Mages are opposed to particular schools of magic. These are listed under the training section of their ability card. For example, the Warlock must pay three times the spell points to add a *Holy* spell to his spellbook.

***Example:** The Beastmaster is trained in **Nature** Magic. He may purchase a Level 3 **Nature** spell for 3 spell points. He is not trained in **War** magic, so he would have to pay 6 spell points to add a Level 3 **War** spell. Because of the destructive nature of fire, the Beastmaster is opposed to the **Fire** school. He pays 3 times the cost for **Fire** spells (see the **training** section of his ability card). He must pay 9 Spell Points to add a Level 3 **Fire** Spell.*

BUILDING YOUR FIRST SPELLBOOK

Here are a few useful spells that you might consider including in your first spellbook:

- **Equipment:** *Mage Wand*, *Elemental Wand*, *Moonglow Amulet*, a Weapon, some Armor, and maybe a spell that gives you a Defense.
- **Incantations:** *Dispel*, *Minor Heal*, *Dissolve*, and a few utility spells like *Force Push*, *Teleport*, *Charge*, or *Knockdown*.
- **Conjurations:** A Spawnpoint, *Mana Crystals* or *Mana Flowers*, and perhaps a couple Walls.
- **Creatures:** Everyone can use a little creature support! Try a few low Level creatures and at least one larger one.
- **Attacks:** Include a few attack spells. A zone attack spell can be very powerful at the right moment!
- **Enchantments:** Some augmenting spells (such as *Rhino Hide* or *Bear Strength*), and some that control or hamper enemy creatures.

How Many Copies Of A Spell Can I Have In My Spellbook?

Since each spell can be used only once during the game, you may want to include additional copies of key spells. You may include up to **6** copies of each **Level 1** spell in your spellbook, and up to **4** copies of all higher-level spells.

Spell Traits That Affect Your Spellbook

Some spell traits affect how you may add those spells to your spellbook. These traits are colored grey on the spell cards, to help you identify them when building your spellbook. These traits normally have no affect during the game, and can be ignored during play.

Mage Class Only: Some spells are restricted to a specific class of Mage. You may not include these spells in your spellbook , nor can you cast or control these spells, unless you are playing that type of Mage. For example, the *Lair* says **Beastmaster Only**, so a Priestess can never include a *Lair* in her spellbook, nor could she take control of it.

School of Magic Only: Some spells can only be cast by a Mage that is trained in a specific school of magic. You may not include these spells in your spellbook , nor can you cast or control these spells, unless the Mage you are playing has the proper training. For example, the *Temple of Asyra* says **Holy Mage Only**, so only Mages trained in *Holy* magic, like the Priestess, can use or control this spell.

Note: If you are restricted from a spell due to a "Mage Class Only" or "School of Magic Only" restriction, you cannot **cast** or **control** that spell during the course of the game. For example, a Wizard cannot use a *Steal Enchantment* spell to steal a *Death Link* enchantment (which is Dark Mage Only.)

Epic Spells: Spells that have the Epic trait are extremely difficult to master, even though they may be a low spell Level. You may only have **1** copy of each Epic spell in your spell book.

Novice Spells: These are relatively simple spells with a low mana cost and limited effect, but they can be very useful to a Mage. Any Mage may purchase any Novice spell for just **1** spell point, regardless of school.



THE SCHOOLS OF MAGIC

There are six primary or "major" schools of magic, and four elemental or "minor" schools:

THE PRIMARY SCHOOLS

Dark School



With a word, curses wither enemies to dust. Their lifeblood pours forth, and with Dark magic one drinks of this river. Under the weight of pestilence, pain, and death enemies will buckle. Demons from deep within Etheria answer the call of the blood rites. Ravenous vampires and animated corpses stir from their graves. Life enforces no laws here. For the price of a mere soul, unbreakable pacts signed in blood grant ultimate power.

Holy School



Darkness recoils from the light of Asyra. Disciples of Holy magic wield a cleansing light. When turned upon the righteous they bolster their strength, steel their resolve, and bind their wounds. Turned against the impure, it is a pure white light burning away all of their iniquity. Valorous soldiers and virtuous angels answer the prayers. When standing before this holy assembly is there any doubt of Asyra's grace?

Nature School



The power of Nature is unmatched even unto other realms. Become one with its fury and mete out its vengeance. Predators of the land heed the call. Hunting wolf packs and giant bears from the North. Great cats and vicious apes from the South. With Nature's blessings, allies become stronger, faster, and more ferocious. Nature is true power, raw and unfettered.

Mind School



True power originates within the self. Voltari can move objects, but the mind can move mountains. Create perfect illusions in which to trap foes. Forge weapons of pure thought. Turn enemies into allies by your force of will. When power comes from within, one can never be disarmed.

Arcane School



Voltari is magic. A simple truth taking lifetimes to master. By watching the flows of magic, one can see the Arcane. Then bend the tides of mana. A subtle magic weaving its way though all others. This is the cornerstone upon which all other schools build. With this understanding one can sap their mana and ignore their spells. Arcane allows you to summon strange unearthly beasts forged by arcane manipulation. Arcane is the foundation, and when it moves all others tremble.

War School



Strife, conflict, struggle: These are the forces that fuel War magic. Through struggle one becomes inured to its hardships, stronger than legions, and armed for destruction. Formations of soldiers answer the call to arms. Gifts of ancient armors and deadly weapons will adorn one trained in War. So armed, stride into the crucible of war, confident in dominance.

THE ELEMENTAL SCHOOLS

Earth School



With the steadfast endurance of stone be armed. Command rock and metal to obey. Forge power from the very strength of earth. Who can move the mountains?

Air School



Reach into the sky and pull down thunder and lighting. Summon the forces of the gale to sunder the enemy. Air is invisible, forceful, and fickle. It strikes with the rage of a tornado, then instantly calms into a gentle breeze. Who can contain the hurricane?

Water School



Train in the infinite malleability of water. Water is a crashing wave, a frozen lake, and a steaming geyser. It is inevitable in its persistence, and unpredictable in its method. Who can hold back the flood?

Fire School



A spark, a flame, a firestorm. Fire is an insatiable hunger, an all consuming force. It is a hunger to be unleashed on a docile world. Flames will consume all on the path, and eventually the path as well. Who can withstand the inferno?

STARTING SPELLBOOKS

After you've played a few Apprentice Mode games and you feel ready, we recommend using these new spellbooks. They are not recommended for first time players. These spellbooks were designed using the rules for building spellbooks, so they are "legal" for any games. You can modify or "tweak" these basic spellbooks, or design your own from scratch, whichever you prefer! Note: You can build all four of these spellbooks at once with the spell cards provided in this core set.

	BEASTMASTER	WARLOCK	WIZARD	PRIESTESS
EQUIPMENT	1 Bearskin Armor 1 Elemental Cloak 1 Mage Wand 1 Regrowth Belt 1 Ring of Beasts 1 Staff of Beasts	1 Demonhide Armor 1 Elemental Wand 1 Fireshaper Ring 1 Helm of Fear 1 Lash of Hellfire 1 Leather Gloves 1 Moloch's Torment 1 Ring of Curses	1 Arcane Ring 1 Dragonscale Hauberk 1 Elemental Wand 1 Leather Boots 1 Mage Wand 1 Moonglow Amulet 1 Staff of the Arcanum 1 Suppression Cloak	1 Crown of Protection 1 Dawnbreaker Ring 1 Deflection Bracers 1 Ivarium Longbow 1 Mage Wand 1 Moonglow Amulet 1 Ring of Asyra 1 Staff of Asyra 1 Wind Wyvern Hide
CONJURATIONS	1 Lair 3 Mana Flower 1 Mohktari 1 Rajan's Fury 3 Tanglevine 1 Tooth & Nail 2 Wall of Thorns	1 Battleforge 2 Mana Crystal 1 Pentagram 2 Wall of Fire	2 Mana Crystal 1 Mana Siphon 2 Poison Gas Cloud	1 Hand of Bim-Shalla 2 Mana Flower 1 Temple of Asyra
CREATURES	3 Bitterwood Fox 1 Cervere, The Forest Shadow 1 Emerald Tegu 2 Feral Bobcat 1 Mountain Gorilla 1 Redclaw, Alpha Male 1 Sosruko, Ferret Companion 1 Steelclaw Grizzly 2 Thunderift Falcon 3 Timber Wolf	1 Adramelech, Lord of Fire 2 Dark Pact Slayer 2 Darkfenne Bat 2 Firebrand Imp 2 Flaming Hellion 1 Goran, Werewolf Pet 1 Malacoda 1 Necropian Vampiress 2 Skeletal Sentry	2 Blue Gremlin 1 Darkfenne Hydra 1 Gorgon Archer 1 Huginn, Raven Familiar 2 Mana Leech 1 Moonglow Faerie 1 Stonegaze Basilisk	3 Asyran Cleric 1 Brogan Bloodstone 1 Gray Angel 1 Highland Unicorn 2 Knight of Westlock 2 Royal Archer 1 Valshalla, Lightning Angel
ENCHANTMENTS	2 Bear Strength 1 Block 1 Bull Endurance 1 Cheetah Speed 1 Cobra Reflexes 1 Eagle Wings 1 Marked for Death 1 Mongoose Agility 1 Nullify 1 Regrowth 1 Retaliate 2 Rhino Hide	1 Agony 1 Bear Strength 1 Chains of Agony 1 Death Link 2 Enfeeble 1 Force Orb 2 Ghoul Rot 1 Hellfire Trap 1 Magebane 1 Maim Wings 1 Marked for Death 1 Poisoned Blood 1 Vampirism	1 Block 1 Circle of Lightning 2 Decoy 2 Essence Drain 1 Force Hold 1 Force Sword 1 Harmonize 1 Jinx 2 Nullify 1 Reverse Attack 1 Reverse Magic 1 Teleport Trap	2 Block 1 Bull Endurance 1 Divine Intervention 2 Divine Protection 1 Hawkeye 1 Nullify 2 Pacify 1 Regrowth 1 Retaliate 1 Rhino Hide 1 Sacred Ground
INCANTATIONS	1 Battle Fury 2 Call of the Wild 1 Charge 2 Dispel 1 Dissolve 1 Force Push 1 Group Heal 1 Heal 1 Knockdown 2 Minor Heal 1 Piercing Strike 1 Perfect Strike 1 Rouse the Beast 1 Shift Enchantment	1 Dispel 1 Drain Life 1 Evade 2 Explode 1 Force Push 1 Seeking Dispel 1 Teleport 2 Vampiric Strike	1 Banish 1 Dispel 2 Dissolve 1 Drain Power 2 Minor Heal 1 Purge Magic 2 Seeking Dispel 1 Sleep 1 Steal Enchantment 2 Teleport	1 Dispel 2 Dissolve 1 Force Push 1 Group Heal 2 Heal 1 Lay Hands 1 Minor Heal 1 Perfect Strike 1 Purge Magic 1 Purify 1 Resurrection 1 Sleep
ATTACKS	2 Geyser 1 Jet Stream	2 Fireball 1 Firestorm 2 Flameblast 1 Ring of Fire	1 Chain Lightning 1 Electrify 2 Jet Stream 3 Lightning Bolt 1 Thunderbolt	1 Blinding Flash 2 Pillar of Light



MULTIPLAYER

Mage Wars was designed for two players, but you can easily play with more. Playing with 3-4 players at once adds a lot of fun and exciting new tactics to the game. You can play as teams, or in a grand free-for-all, the choice is up to you! Playing with more players requires a few changes to the game:

Additional Core Set: In order to play a four player game as intended, you will want to have access to an additional game board, status board, spellbooks, and spell cards. This will maximize your four player experience.

Passing Initiative: During the Initiative Phase, pass the initiative marker to the player on your left. If this is a team game, be sure to be sitting so that the initiative will go back and forth between each team (don't allow teams to retain the initiative 2 players in a row).

Turn Order: During the Action Stage, turns pass clockwise starting with the player who has the initiative. When it is your turn to take an Action Phase, you may pass if any of the other players has more active creatures in the arena than you.

Team Games: Make sure to sit so that the teams are sitting in alternating positions: team A, team B, team A, team B, etc. That way each team will have a chance to react, rather than an entire team taking their Action Phases back-to-back. To win a team game, your team must eliminate all of the opposing team's Mages.

When playing a team game, all players on one side are treated as a single player controlling multiple Mages. Be sure to share information between players on the same team. For example that team can only have one copy of an enchantment on the same target (hidden or revealed). Each player may have one copy of a Unique spell in play, even if playing on the same team.

A single arena board is big enough for a 4 player **team** game, but you can put 2 together if you want more space. Teams start in opposite corners from each other (just like the 2 player game), with both mages of the same team in the same zone together.

It is best if you use unique colors for action markers for each player. You can use tokens for the additional colors, or buy a set of additional Mage Wars® **Action Markers** (green and yellow).

Free-For-All Games: During a free-for-all game, the winner is the last Mage standing. You are free to negotiate and make deals, but there is no rule that prevents you from breaking them! Feel free to backstab, double-cross, or otherwise manipulate your opponents so you can claim supremacy in the arena!

Suggestion: Put 2 arena game boards together side by side to create a 6 zone by 4 zone arena. Ignore the wall in the middle between the boards.

CODEX

Activate
When you choose to take an Action Phase with a creature you activate it. Flip its action marker over, and remove any guard marker on it.

Aegis X
All attacks made against this object subtract X attack dice before rolling. Attacks cannot be reduced below 1 die. The Aegis trait does not stack. This trait cannot reduce an attack below one die.

Arena
The arena is the area the battle is fought in, and consists of all of the zones on the game board. If a spell targets the arena it affects all of the zones in the arena regardless of range or LoS.

Armor

During an attack, Armor is subtracted from the normal damage rolled on the attack dice. It does not reduce **critical damage**. If an object's Armor icon has a red slash across it, that object cannot have armor at any time.

Armor +/- X
Modifies an Armor attribute by +/- X. Armor cannot be reduced below 0.

Attached
A spell or marker can be attached to a zone or object. Normally, it will move with that object, although conjurations are destroyed if the object Teleports. Only one spell of the same name can be attached to the same zone or object.

Attack Action
An attack action is a creature's action (quick or full) used to make an attack. An attack action might make **multiple** separate attacks against the **same** defender (see "Doublestrike" and "Triplestrike" in the Codex) or against **different** defenders (see "Sweeping" and "Zone Attacks" in the Codex). All of these multiple attacks are still considered one attack action.

Bashed
When a creature is **Pushed** into a wall with the **Passage Blocked** trait it is **Bashed**. It receives an Unavoidable attack of 3 attack dice of damage. The walls around the outside of the arena have the Passage Blocked trait.

Blocks LoS

This Wall blocks Line of Sight. You cannot target an object or a zone if the **Line of Sight** is blocked. See "LoS" on page 17.

Bloodthirsty +X
This creature is a savage predator with a lust for blood. This creature gains +X attack dice when it makes a **melee** attack against a **Living** creature with 1 or more damage. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. If there is a **damaged Living** enemy creature in the Bloodthirsty creature's zone during its Action Phase, it **must** melee attack that creature (if possible). If there is more than one choice, or it has also been **Taunted**, it can choose which creature to attack.

Burn


Object is on fire. This is a ***flame*** condition. Each Upkeep Phase, roll 1 attack die of direct damage for each Burn marker on each object. On a roll of "0," remove that Burn marker. Burn markers have a removal cost of 2.

Burnproof
Cannot have the Burn condition. May be vulnerable to *flame* damage, but cannot "burn". All Incorporeal objects are Burnproof.

Cancel
If a spell, attack, or effect is canceled, it stops and has no further effect.

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

Channeling +/- X

Modifies a creature's Channeling attribute by +/- X. Channeling cannot be reduced below 0. Modifies only existing Channeling, it has no effect an object without a Channeling attribute.

Charge +X
Creature gains +X attack dice for its very next melee attack, if it makes that attack immediately after it takes a move action, and moves at least 1 zone.

Climbing
Creature may take a special full action to climb over any Corporeal wall and move into the adjacent zone. If the wall has the **Passage Attacks** trait, it attacks the creature before it moves.

Condition
Conditions are various states that can occur for objects, and are indicated with markers placed on the object. All conditions stack and their effects are cumulative. See "Effects & Conditions" on page 26.

Conjuration
All conjurations have these traits; **Nonliving**, **Pyschic Immunity**, and **Unmovable**. See "Conjurations" on page 16.

Controller
Each spell or object in the game is controlled by the player who cast it. The controller may use and act with that object, and makes all decisions and choices for that spell or any abilities that object may have. Exception: **Equipment** is controlled by the Mage it is attached to.

Corporeal
Corporeal objects are normal, physical objects. All creatures and conjurations are Corporeal, unless they have the **Incorporeal** trait.

Counter
A spell which has been countered does not resolve. It is destroyed and goes to the discard pile. All costs and actions spent to cast the spell are lost, unless otherwise noted.

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. See "Counterstrike" on page 28.

Creature
A creature is an object in the game which can take actions and has an action marker. All creatures are **Living** (unless they have the **Nonliving** trait). See "Creatures" on page 14.

Cripple


This is a ***poison*** condition. Creature is **Restrained**. At the end of each of its Action Phases, even if it is **Incapacitated**, the Crippled creature may attempt an **escape roll** for each Cripple condition on it: on a roll of 7 or higher, remove Cripple. Cripple has a removal cost of 4. Cannot affect conjurations.

Critical Damage
Critical damage bypasses Armor (Armor does not reduce the damage dealt). Critical damage is shown as numbers inside a starburst on the attack dice.

Damage Barrier

A damage barrier surrounds an object and makes an automatic attack against each enemy which **hits** the object with a **melee** attack. See "Damage Barriers" on page 28.

Damage Type
Damage can belong to a certain type - such as *flame* or *lightning*. See "Damage Types" on page 27.

Damage Type +/- X
Attacks against this object, which match this damage type, modify the number

of attack dice rolled by X, and modify the effect die roll by X. Damage type modifiers are cumulative. An attack cannot be reduced below 1 die. See "Damage Modifiers" on page 27.

Daze



Creature is disoriented and/or blinded. Whenever this creature makes an attack, roll the effect die during the Roll to Miss Step. If the result is 7 or higher, the attack continues normally. If the result is 6 or less, the attack "misses" its target. If it makes a Zone Attack, only check once: the entire attack either fails or succeeds. If a creature has more than one Daze on it, roll only one time to see if the creature misses. In addition, the Dazed creature suffers a -2 penalty to all Defense rolls for each Daze marker it has. All Daze markers are removed at the end of the creature's Action Phase. Daze has a removal cost of 2. Conjurations cannot be Dazed.

Defender

A creature or conjuration which is being attacked. They may not necessarily be the target of that attack (see "Zone Attack" in the Codex).

Defense



Some objects have a Defense attribute, which represents an ability to avoid an attack. The number on the Defense is what you must roll, or higher, on 1d12, to avoid an attack. See "Defenses" on page 24.

Defrost

This is a trait of *flame* attacks. It will be defined in a future expansion of the game in which *frost* damage is introduced.

Destroyed

A destroyed object is removed from play and is placed in the **owner's discard pile**. Creatures and conjurations 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. See "Direct Damage" on page 26.

Discard Pile

Each player has his own discard pile where he places destroyed objects or discarded spells after they are cast. See "Discarding Spells" on page 13.

Doublestrike

This attack makes a second attack against the **same** target as part of the same attack action. The additional attack occurs during the Additional Strikes Step.

Effect Die



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

Elusive

This creature is quick and slippery. This creature **ignores** enemy creatures. Enemy creatures cannot hinder its movement. It is not required to attack enemy guards when making a melee attack.

Enemy

An enemy object is one which is currently controlled by your opponent(s).

Epic

Only 1 copy of this spell can be in a Mage's spellbook.

Escape Roll

Some conditions or enchantments require an escape roll, using the effect die, to see if you can remove them from the creature they are attached to.

Ethereal

This attack is magically enhanced. It deals full damage to **Incorporeal** objects (count all the numbers on the dice, not just the 1's). Incorporeal objects can receive effects and conditions from this attack.

Extendable

When you cast this wall, you may pay an additional cost equal to the mana cost of the wall, plus the wall's Level, as part of the cost of casting the spell. If you do, when this spell resolves, you may take an additional wall of the same name out of your spellbook and place it on any zone border connected to the first wall. The second wall must be placed within LoS, but does not have to be in range. See "Walls" on page 17.

Familiar

This object can cast spells. See "Familiars" on page 16.

Fast

This creature may take 2 move actions before taking a quick action. It may not use its quick action to take a 3rd move action. If a Fast creature gains the **Slow** trait, both traits are cancelled out. See "Fast Creatures" on page 14.

Finite Life

This creature cannot heal, regenerate, or gain Life. If the creature gained Life before it gained this trait, it keeps that Life but cannot gain additional Life. All Nonliving objects have Finite Life.

Flying

See "Flying Creatures" on page 15.

Friendly

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

Full Action



During their Action Phase, if a creature does not take a **move action**, it can take a **full action**. Full actions include casting **full spells**, or making full action attacks (which are marked on the creature card with a special full action (hourglass) icon). See "Full Actions" on page 11.

Full Spell

A full spell requires a **full action** to cast it. It has the full action (hourglass) icon on its casting line, just to the right of its casting cost.

Guarding



As a **quick action** a creature can choose to guard, to protect his zone and gain Counterstrike. See "Guarding" on page 29.

Heal



Healing removes damage from **Living** creatures and conjurations. See "Removing Damage" on page 26.

Hidden Enchantment



All enchantments are cast face-down and are kept hidden from your opponent. Enchantments all have a casting cost of 2 mana, printed next to the hidden (closed eye) icon on their spell card. When they are revealed (turned face-up), their controller pays their **reveal cost**. See "Enchantments" on page 18.

Hinder

If a creature moves **out** of a zone with enemy creatures in it, or if it moves **into** a zone with enemy creatures in it, it is **hindered**. A **hindered** creature can only take one move action during its Action Phase. Incapacitated, Restrained, or Pest creatures cannot **hinder** movement. Flying creatures cannot **hinder** the movement of non-Flying creatures, and visa-versa. Elusive creatures cannot be **hindered** by other creatures.

Hit

An attack is considered to have "hit" its target, if it has a Damage and Effects Step. An attack does not hit, if this step is skipped (possibly because the attack misses or is avoided) or the attack is canceled before this step can occur.

Ignore

An ignored enemy creature cannot **hinder** movement of friendly creatures. An ignored enemy creature that is guarding does not have to be attacked when making a melee attack.

Immunity

This object is immune to all attacks, damage, conditions, and effects of the specified **damage type**, including **critical damage** and **direct damage**. It cannot be targeted or affected by spells or attacks of the specified type.

Incapacitated

An Incapacitated creature cannot take any actions, including moving, attacking, guarding, or casting spells. It cannot make a counterstrike. It cannot use any Defenses, except for mandatory-reveal enchantments that count as a Defense. It cannot guard; remove any guard marker on it. A Flying creature loses, and cannot gain, the Flying trait as long as it is Incapacitated. Any Damage Barrier on an Incapacitated creature continues to function normally.

Other creatures may ignore an Incapacitated creature, and it cannot **hinder** the movement of enemies.

An Incapacitated creature still takes an Action Phase during the round, but it cannot perform any actions during its Action Phase (normally, the action marker is simply flipped over).

Conjurations cannot be Incapacitated.

Mages are affected by Incapacitation differently. A Mage's mind is so powerful that even if he is Incapacitated he can still work his magic! An Incapacitated Mage can still use actions to **cast quick non-attack spells**. He **cannot** cast **full** spells or **attack** spells.

An Incapacitated creature cannot take any actions, including moving, attacking, guarding, or casting spells. It cannot make a counterstrike. It cannot use any Defenses, except for mandatory-reveal enchantments like *Block*, or Defenses which say otherwise like *Force Sword*. It cannot guard; remove any guard marker on it. A Flying creature loses, and cannot gain, the Flying trait as long as it is Incapacitated. Any damage barrier on an Incapacitated creature continues to function normally.

Other creatures may ignore an Incapacitated creature, and it cannot **hinder** the movement of enemies.

An Incapacitated creature still takes an Action Phase during the round, but it cannot perform any actions during its Action Phase (normally, the action marker is simply flipped over). It normally cannot make an Escape Roll (exception: see **Cripple**).

Conjurations cannot be Incapacitated.

Mages are affected by Incapacitation differently. A Mage's mind is so powerful that even if he is Incapacitated he can still work his magic! An Incapacitated Mage can still use actions to **cast quick non-attack spells**. He **cannot** cast **full** spells or **attack** spells.

Incorporeal
An insubstantial or amorphous object that is very resistant to damage. All attack dice rolled to damage this object only count the "1's" on the dice (ignore all 2's), unless the attack has the **Ethereal** trait. Cannot receive effects or conditions from attacks that are not Ethereal. All Incorporeal objects also have the **Nonliving**, **Burnproof**, and **Uncontainable** traits. Incorporeal objects do not have an Armor attribute, and cannot gain armor. See "Incorporeal" on page 15.

Initiative


Players take turns having the initiative, which is noted with an initiative marker. Whoever has the initiative gets to use their **quickcast** action first during a **Quickcast Phase**, and gets to take the first Action Phase during the Action Stage. Also, it is used to resolve any timing issues.

Legendary
Only 1 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, until the first copy is destroyed. Legendary objects cannot be brought back into play from the discard pile if another copy is already in play.

Level
All spells have a Level, printed as a small number next to the spell school it belongs to. The Level represents the approximate power of that spell. The Level is sometimes used as a way to determine the cost of a spell, and is also important when building a spellbook. See spell Levels under "Training" on page 35.

Life

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

Life +/- X
Object gains or loses X Life. Gaining Life is not healing; and losing Life is not taking damage. Adjustments to Life is adjusting the maximum amount of damage an object can receive before being destroyed.

LoS (Line of Sight)
You cannot target an object or zone if Line of Sight is blocked. Some walls have the **Blocks LoS** trait. See "Walls" on page 17.

Living
Living objects may heal, regenerate, and gain life. All **creatures** are **Living**, unless they have the Nonliving trait. All **conjurations** are **Nonliving**, unless they have the Living trait.

Mage
This creature is a Mage, and represents the player in the game. The Mage can channel, cast spells, and has a special **quickcast action** each round. The Mage is a Level **6** creature. If your Mage is destroyed, you lose!

Magebind +X
If this enchantment is attached to a Mage, the reveal cost is increased by X. This adjusted reveal cost is used for all purposes in spells, abilities, or effects which refer to the reveal cost of this spell.

Magecast
This spell can only be cast by a Mage. It cannot be cast by other objects which can cast spells.

Mage Only
Some spells are restricted to particular Mage classes. For example, a spell may have the "Warlock Only" trait. See "Spell Traits That Affect Your Spellbook" on page 36.

Mana Drain +X
If this attack damages an enemy creature, that creature's controller loses X mana from his mana supply (if he has any). If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus.

Mana Transfer +X
Exactly as Mana Drain +X, with this change: The controller of this attack gains mana equal to the amount of mana lost.

Melee +X

This creature gains +X attack dice when it makes a **melee** attack. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. Does not grant a melee attack if this creature does not have one. Does not affect ranged attacks, damage barriers, or other non-melee attacks.

Melee Attack
This is a close-in attack which can only attack targets in the same zone. It can trigger a **damage barrier** or a **counterstrike**. When making a melee attack you must attack an enemy **guard** if there is one in your zone. A melee attack will remove a guard marker from a guarding creature.

Move Action
During its Action Phase a creature can take a move action, which allows it to move one zone to an adjacent zone. Afterwards it may take a **quick action**. See "Movement" beginning on page 9.

Multiple Attacks
Some attack actions consist of multiple separate attacks against the same or different targets. Multiple attacks include those with the Doublestrike, Triplestrike, or Sweeping traits.

Nonliving
All Nonliving objects have the **Poison Immunity** and **Finite Life** traits. All **creatures** are **Living**, unless they have the Nonliving trait. All **conjurations** are **Nonliving**, unless they have the Living trait. **Incorporeal** objects are always Nonliving.

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

Object
Enchantments, equipment, creatures, and conjurations are spells which become objects in the game, remaining in play after they are cast. The Mage is also considered an object. 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.

Passage Attacks

All Creatures that move through this wall are automatically attacked by the wall. The attack occurs **before** the creature moves. See "Walls" on page 17.

Passage Blocked

Creatures may not move through this wall. If a creature is **Pushed** into this wall, it is **Bashed**. The walls around the outside of the arena all have the **Passage Blocked** trait, and affect Flying creatures. See "Walls" on page 17.

Pest
A small nuisance creature that cannot **hinder** enemies. Enemy creatures may ignore a Pest that is guarding to attack a different target.

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.

Poison

Some attacks may have the ***poison*** damage type. Note that many attacks, while not having the *poison* damage type, may still cause *poison* conditions.

Poison Immunity
Nonliving objects have Poison Immunity. See "Immunity" in the Codex.

Psychic Immunity
This object has a very powerful mind, or no mind at all. All conjurations have Psychic Immunity. See "Immunity" in the Codex.

Push
Push is an effect caused by some spells and attacks that moves the target into an adjacent zone. Unless the effect says otherwise, the Pushed creature must move one zone away in the opposite direction from the source of the Push. If there is a choice of direction (such as pushing a creature diagonally opposite, or if the source of the Push is in the same zone as the target), the source of the Push chooses the direction.

Some spells may Push in a random direction. To determine the direction, choose one side of the board to be "North" and roll the Effect Die: a 1-3 Pushes the creature North, 4-6 = East, 7-9 = South and 10-12 = West.

A creature may be Pushed through a wall, but only if the wall does not have the Passage Blocked trait. The Pushed creature suffers any attack from the wall if the wall has the **Passage Attacks** trait. If a creature is Pushed into a wall with the **Passage Blocked** trait, it is **Bashed** against the wall and suffers an Unavoidable attack of 3 attack dice. Note the walls around the outside of the arena all have the **Passage Blocked** trait. Note that **Flying** creatures ignore walls, except for the ones around the outside of the arena.

Some creatures and **all** conjurations have the **Unmovable** trait. They cannot be Pushed and ignore all Push effects.

Quick Action

During their Action Phase, creatures can take a **move action**, followed by a **quick action**. Quick actions include **guarding**, casting a **quick spell**, taking a second **move action**, or making a quick action attack. See "Quick Actions" on page 11.

Quickcast Action

Each Mage can take a special additional action each round called the quickcast action. This allows him to cast **one quick spell**, in addition to any other actions he may choose to take that round. The quickcast action can be used before or after any **friendly** Action Phase, or during a **Quickcast Phase**, and a quickcast marker is used to track using this action. See "Quickcast Action" on page 8.

Quickcast Phase
There is a Quickcast Phase at the beginning and end of each Action Stage. This is an opportunity for either player to use their **quickcast action** to **cast one quick spell**, in order of **initiative**. See "Quickcast Phase" on page 8.

Quick Spell
A quick spell requires a **quick action** to cast it. It has the quick action (lightning bolt) icon on its casting line, just to the right of its casting cost.

Rage +X
When wounded, this creature becomes extremely vicious and aggressive. Each time it is attacked and damaged by an enemy **creature**, place a Rage token on it. It cannot have more than X Rage tokens on it. It gains the **Melee +1** trait for each Rage token on it. Each time it heals or regenerates, remove 1 Rage token. If it has no damage on it, remove all Rage tokens.

Ranged +X
This creature gains + X attack dice when it makes a ranged attack. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. Has no effect on **Zone Attacks**. Does not grant a ranged attack if this creature does not have one.

Ranged Attack

This attack can be used on targets within its minimum and maximum range, and within **Line of Sight**. A ranged attack can always be made against a Flying creature in the same zone, even below its minimum range. Ranged attacks do not trigger damage barriers or counterstrikes. Ranged attacks ignore guards, and do not remove guard markers from guarding creatures.

Reach
This melee attack can target and attack Flying creatures in the same zone.

Ready Marker


Ready markers are used to keep track of when abilities are used. For example, if a creature has a Defense, it will use a ready marker to keep track of when it is used (flip marker to the gray "used" side), and when the defense is ready again (flip marker to the green "ready" side). Ready markers all reset to their green "ready" side during the Reset Phase.

Regenerate X
This object heals (removes) X damage each Upkeep Phase. The Regenerate trait does not stack or combine with other Regenerate traits. If an object acquires more than one Regenerate trait, use only the highest one. The **Finite Life** trait prevents regeneration.

Removal Cost


Most conditions have a removal cost, printed on the condition as a small number in a gray circle. Certain spells or abilities may permit you to remove the condition by paying this cost in mana. See "Removal Costs" on page 27.

Restrained
If a creature is Restrained, it cannot take any move actions. It can still be **Pushed** or **Teleported**. Aside from movement, a Restrained creature may take any quick or full actions during its Action Phase. A Restrained creature cannot **hinder** the movement of enemies. A Restrained creature may guard, but attacking creatures may ignore it (they do not have to attack it). The only advantage a Restrained **guard** receives is the **Counterstrike** trait. Flying creatures lose, and cannot gain, the Flying trait for as long as they are Restrained. A Restrained creature suffers a -2 penalty to all defense rolls.

Uncontainable creatures and all conjurations cannot be Restrained.

Reveal Cost

When you reveal a hidden enchantment, turn it face up. The controller pays the reveal mana cost, if any (noted on the open eye symbol on the card), or else the enchantment is destroyed. See "Revealing Enchantments" on page 18.

Rot


This is a ***poison*** condition. This object receives 1 **direct damage** during the Upkeep Phase each round. Rot has a removal cost of 2.

Sleep
This is a ***psychic*** condition. This creature is in a deep sleep and is **Incapacitated**. If this creature receives any damage (such as an attack from a friendly creature), remove Sleep and replace it with a **Daze** marker (which is conveniently printed on the other side of the Sleep marker). Sleep has a removal cost of "L", which is the sleeping creature's Level.



Slow
This creature is very slow. If this creature takes a move action, its Action Phase immediately ends. It does not get to take a quick action after moving. If a Slow creature gains the **Fast** trait, both traits are canceled out.

Spawnpoint
This object can cast spells during the Deployment Phase. See "Spawnpoints" on page 16.

Spellbind
This object can have a spell bound to it, which you can cast once per round. See "Spellbinding" on page 21.

Stun
Creature is **Incapacitated**. All Stun markers are removed at the end of the creature's Action Phase. Stun has a removal cost of 4. Cannot affect conjurations.



Summon
When a creature comes into play and is placed in the arena it is Summoned. Usually this occurs when a creature spell has been cast and successfully resolves.

Sweeping
This attack has a wide sweeping arc. A Sweeping attack is one **attack action**, which comprises 2 attacks against **different** targets in the same zone. After the first attack, you **may** start a new attack sequence (beginning with the Declare Attack Step) targeting a **different** object in the same zone. Note: The second attack cannot be made against the **same** target as the first attack. If there is not a **different** valid target for the second attack, then just cancel the second attack.

Taunt
This is a special condition that can be caused by the attack of certain creatures (In this set: *Sosruko, Ferret Companion*). Place a Taunt marker on the creature. Taunted creature **must** make a melee attack against *Sosruko* during its next action phase, if able, and if *Sosruko* is in its zone. If it is required to make an attack on a different target from a competing effect (such as Bloodthirsty), the controller may choose which target to attack. Remove **Taunt** at end of its Action Phase or whenever *Sosruko* is activated.



Teleport
Teleporting is an effect that moves a creature directly from one zone to another. The Teleported creature bypasses all zones in between its starting and ending zone, thus bypassing walls and other objects along the way. It cannot be hindered by enemy creatures when Teleporting. Everything that is attached to the Teleported creature, except conjurations, including all conditions, damage, enchantments, equipment, and mana, always moves with the Teleported creature to its new zone. Any attached conjurations do not move with the creature when it Teleports, and are destroyed. In this way, a creature can effectively escape from conjurations like *Tanglevine*.

A creature may Teleport into the same zone it started in (effectively Teleporting zero zones) to escape from attached conjurations.

Unlike a **Push**, Teleporting can affect Unmovable creatures. A Teleport follows the 6 Steps of a Move Action (see "Move Action" on page 10).

Example: The Wizard is two zones away from a friendly Darkfenne Hydra. He wants to teleport the Hydra into the zone with the opposing Mage. He casts teleport targeting the Hydra and the zone with the opposing Mage in it. The spell Teleport requires this targeting, and so both the zone and the creature must be within line of sight and no further than 2 zones away from the Wizard. The Wizard pays 12 mana to move the Hydra the 4 zones into the Opposing Mages zone.

Token
A token is a small marker used to keep track of something, usually related to just one spell.

Tough -X
This creature is tough and resistant to effects from attacks. Whenever the **effect die** is rolled for additional effects from an attack made against this creature, modify the roll by X.

Traps
An enchantment subtype that triggers when an enemy enters the zone. See "Traps" on page 20.

Triplestrike
This attack makes two additional attacks against the **same** target as part of the same attack action. The additional attacks occur during the Additional Strikes Step.

Unavoidable
Defenses cannot be used to avoid this attack. See "Defenses" on page 24.

Uncontainable
This creature has a slippery and/or amorphous body, making it difficult to hold in place. Some spells, conditions, and effects will not work against an Uncontainable creature. All Incorporeal creatures have the Uncontainable trait.

Unique
Each player may only have 1 copy of this object in play at a time. Similar to Legendary, but each player is allowed to have his own copy in play.

Unmovable
Object cannot be **Pushed**. All conjurations are Unmovable.

Upkeep +X
This object's controller pays X mana during each Upkeep Phase or this object is destroyed.

Vampiric
When this attack causes damage to a Living creature, the attacker heals (removes) up to half the damage caused (round up). If the attack does more damage than the target's Life total, the excess damage does not count for healing. If the attack makes multiple attacks during the same **attack action**, it gains this bonus only for the first attack it makes. The Vampiric trait does not stack.

Wall
A wall is a subtype of a conjuration spell. It is placed on a **zone border** (the intersection between 2 zones). See "Walls" on page 17.

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. Cannot reduce an attack to zero dice. Has no effect on damage barriers or attack spells. Weak has a removal cost of 2.



Zone
A zone is a square region on the arena game board, used to regulate movement, the placement of objects, and for counting range.

Zone Attack or Spell
This attack or spell affects all creatures and conjurations in the target zone, without actually targeting them individually. Does not affect walls on the zone's border. Zone attacks have the Unavoidable trait and make a separate attack against each object in the zone. Is unaffected by the **Ranged +X** trait. See "Zone Attacks" on page 24.



Zone Exclusive
There can be only 1 Zone Exclusive conjuration at a time in each zone. See "Zone Exclusive" on page 17.

Zone Border
This is the intersection between two adjacent zones. Walls are always placed on zone borders. Object may pass through, but not end their movement on a zone border. You do not count zone borders when counting distances for movement or range.



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Find us on Facebook or visit us at WWW.MAGEWARS.COM for more information, including a complete spell list for the core set.

THE GAME ROUND

READY STAGE

1. **Initiative Phase**
Initiative is passed to the other player.



2. **Reset Phase**
Flip all **action** markers, **quickcast** markers, and **ready** markers to the active side (face-up).



3. **Channeling Phase**
Each Mage and object that channels adds mana equal to their channeling to their mana supply.



4. **Upkeep Phase**
Pay any upkeep costs. Some spells or conditions take effect during this phase.

5. **Planning Phase**
Each Mage chooses up to 2 spells from his spellbook. Choose spells for Spawnpoints and Familiars too.



6. **Deployment Phase**
In initiative order, each player may cast the spells chosen for their Spawnpoints.

ACTION STAGE

1. **First Quickcast Phase**
Each Mage has an opportunity to take a quickcast action, starting with the player with initiative.

2. **Action Phases**
Players take turns taking Action Phases with their creatures, starting with the player with initiative, until all have acted. Each Action Phase starts with **activating** a creature, flipping their action marker, and removing a guard marker if they have one. For its Action Phase, a creature may choose from these actions:



MOVE ACTION + QUICK ACTION

OR



FULL ACTION

3. **Final Quickcast Phase**
When all creatures are finished acting, each Mage has a final opportunity to use his quickcast action, if he has not already used it this round, starting with the player who has initiative.

ATTACK ACTION

1. Declare Attack
2. Pay Costs
3. Roll to Miss
4. Avoid Attack
5. Roll Dice
6. Damage & Effects
7. Additional Strikes
8. Damage Barrier
9. Counterstrike
10. Attack Ends

CAST SPELL ACTION

1. Declare Spell
2. Pay Costs
3. Counter Spell
4. Resolve Spell

MOVE ACTION

1. Declare Move
2. Pay Costs
3. Leaving Zone Effects
4. Walls
5. Move
6. Entering Zone Effects

ACTIONS

QUICK ACTIONS

- Make a Quick Attack
- Cast a Quick Spell
- Guard
- Take another Move Action





FULL ACTIONS

- Make a Full Attack
- Cast a Full Spell



QUICKCAST ACTION

Once per round, each Mage may use his quickcast action to **cast one quick spell**. The action can be used during:

- Either Quickcast Phase,
- Or, **before** or **after** any ***friendly*** creature action phase.