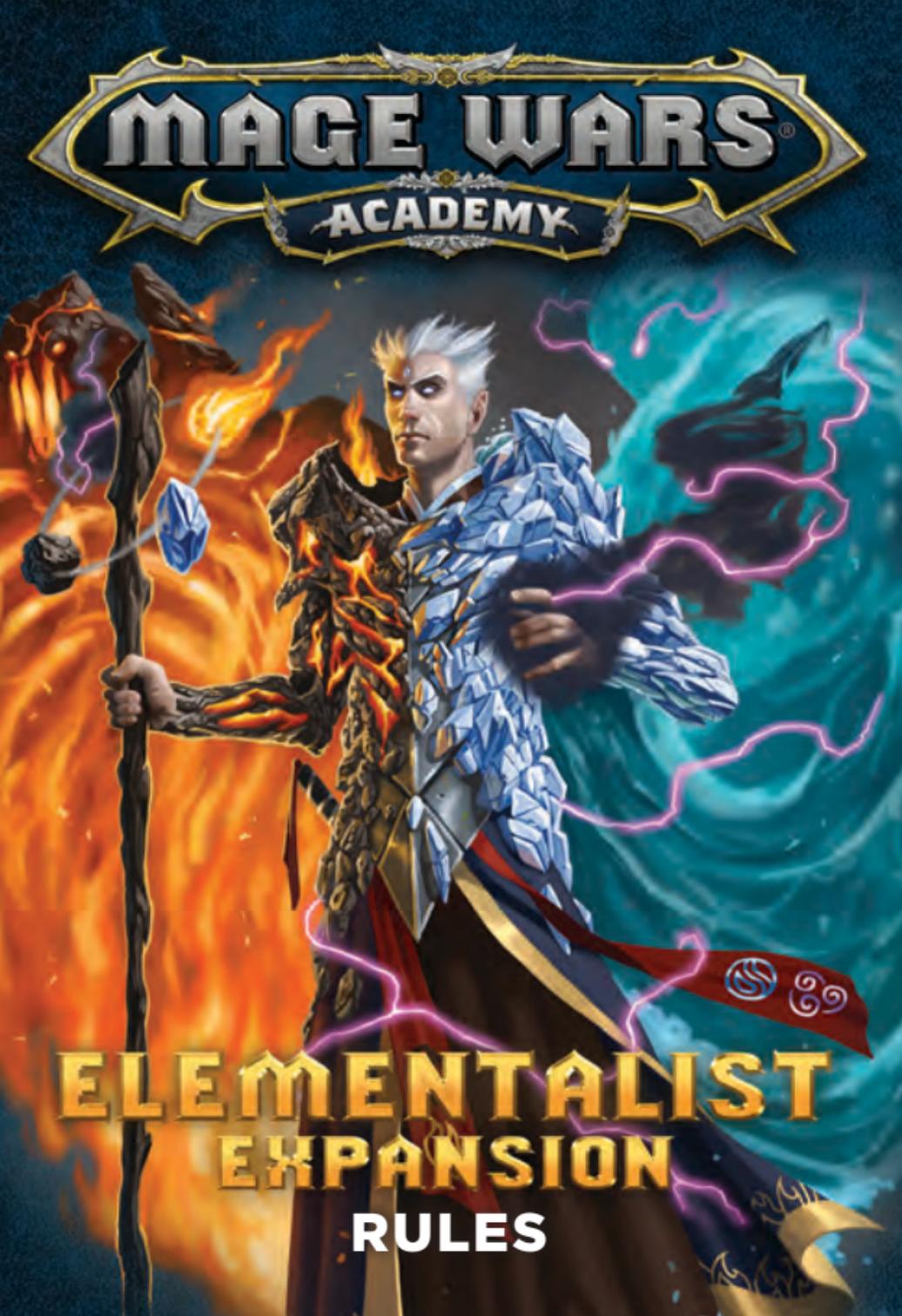




**MAGE WARS®**

**ACADEMY**



**ELEMENTALIST  
EXPANSION**

**RULES**



## **INTRODUCTION**

Welcome to the Mage Wars® Academy: Elementalist Expansion! This set brings an arsenal of new spells to your Mage Wars® Academy duels. It also introduces a brand new Mage, the **Elementalist**! So whether you choose to command the primal elements yourself, or grant new options to previous Mages, this expansion will let you unleash the raw power of the primal elements!

## **CONTENTS**

### **ELEMENTALIST**

Through communion with the Elemental Lords, the Elementalist gained mastery of air, earth, fire, and water. He can craft golems as well as summon pure elemental spirits and raw elemental attacks as well.

#### **Attributes**

The Elementalist has 7 Channeling, 22 Life, 0 starting mana, and 43 Spellpoints. His Subclass is Elemental Lords.

#### **Training**

Through veneration and communion with the Elemental Lords, the Elementalist has been trained in the Air, Earth, Fire, and Water schools. However, Living objects are an anathema to the Elementalist, costing triple spellpoints, even **Novice** ones.

## Elemental Glyphs

The Elementalist has four Glyphs: Air, Earth, Fire, and Water. When he casts a spell or reveals an enchantment, he activates all inactive Glyphs that match a school on that spell.

Enchantments only activate Glyphs when they're revealed, not when cast.

*Example: If the Elementalist casts Volcano, which is both Earth and Fire, then he would activate both of those Glyphs, if inactive. If the Elementalist casts Beam of Frost, which is Air or Water, he would pick one of those Glyphs to activate, if possible.*

When active, each Glyph can be deactivated for a special ability:

**Air** — Once per round, when a creature you control makes an attack, you may pay 1 mana. If you do, deactivate this Glyph to gain +4 on that attack's effect roll.

**Earth** — Once per round, when a creature you control is attacked, you may pay 1 mana. If you do, deactivate this Glyph and that creature gains **Armor +2** for that attack.

**Fire** — Once per round, when a creature you control makes an attack, you may pay 1 mana. If you do, deactivate this Glyph and that attack rolls 2 additional dice.

**Water** — Once per round, during the Upkeep Phase, you may pay 1 mana. If you do, you may deactivate this Glyph and heal 2 damage from your Mage.



## RECOMMENDED SPELL LIST

NAME	QUANTITY
<b>Amulet of Attunement</b>	<b>1</b>
<b>Dragon's Mantle</b>	<b>1</b>
<b>Elemental Staff</b>	<b>1</b>
<b>Wand of Ice and Fire</b>	<b>1</b>
<b>Dense Fog</b>	<b>1</b>
<b>Hellscape</b>	<b>1</b>
<b>Ice Spikes</b>	<b>1</b>
<b>Thunderstorm</b>	<b>1</b>
<b>Volcano</b>	<b>1</b>
<b>Acid Ooze</b>	<b>1</b>
<b>Ice Golem</b>	<b>1</b>
<b>Magma Sprite</b>	<b>2</b>
<b>Mud Golem</b>	<b>1</b>
<b>Rock Golem</b>	<b>2</b>
<b>Deep Freeze</b>	<b>2</b>
<b>Frost Trap</b>	<b>2</b>
<b>Disperse</b>	<b>1</b>
<b>Rapid Dismantle</b>	<b>1</b>
<b>Upheaval</b>	<b>1</b>
<b>Beam of Frost</b>	<b>2</b>
<b>Cone of Frost</b>	<b>1</b>
<b>Gale Burst</b>	<b>2</b>
<b>Twister</b>	<b>1</b>



## NEW SPELL TYPE

### Conjurations

Conjurations are structures that Mages can create. They can be attacked just like Creatures, but they do not get their own Action Phase. Unless noted, Conjurations are **Nonliving**. You may not cast another Conjuration of the same name as one you currently control.

## CODEX

### Burn

A burn marker is placed on an object to show that it is on fire! This is a *flame* condition. Each Upkeep Phase, roll 1 attack die for each Burn marker on each object. On a roll of "0," remove that Burn marker. On a roll of 1 or 2, place that much **direct flame** damage on the object. Note that an object with the Flame Immunity trait cannot have this condition. Burn conditions have a removal cost of 2.

### Corrode

Corrode is an *acid* condition which wears away armor. For each Corrode condition marker on a creature or conjuration, it receives Armor -1. Objects can never have Corrode markers on them which would reduce their armor to below zero (any extra markers are immediately destroyed). If an object would receive Corrode condition markers that would reduce its armor to less than zero, instead it receives only enough Corrode markers to reduce its armor to zero, and takes one point of **direct acid** damage for each excess marker. Corrode has no effect on Incorporeal objects and a removal cost of 2.

### Immunity

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

### Incorporeal

This object is insubstantial and is very difficult to damage. All 2's rolled on attack dice against this object are counted as 0's, and this object is immune to effects or conditions from attacks. **Ethereal** attacks ignore this effect. They cannot gain Armor and are **Nonliving**. Creatures are considered corporeal unless they have this trait.

## Freeze

A creature with Freeze conditions rolls 1 less die on non-spell attacks. At the end of a creature's activation, remove 1 Freeze condition from them, if possible. Each Freeze condition on a living creature is also considered 2 damage that cannot be healed. If there are ever Freeze conditions on an object with Burn conditions, remove 1 of each. Repeat this process until there are only Freeze or Burn markers remaining. This is a *frost* condition and has a removal cost of 2. In Arena, Freeze also grants the **Lumbering** trait to the affected creature.

## Melting

This object is deteriorating over time. Objects with the Melting X trait receive X direct damage during the Upkeep Phase.

## Nonliving

All Nonliving objects are immune to the damage and effects of *poison* spells and cannot be healed. All creatures are Living unless they have the Nonliving trait.

## CREDITS

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2 players



14+



30 minutes



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