



# DRUID vs NECROMANCER

## INTRODUCTION

Welcome to the **Mage Wars®: Druid vs. Necromancer** expansion set! In this set you'll find 2 Mage Cards, 2 Mage Ability Cards, 216 spell cards, 2 spellbooks, and a sheet of die-cut markers, as well as these rules. You'll

need the **Mage Wars®: Core Set** in order to play. With the spells included you will be able to construct both a Druid and a Necromancer spellbook, as well as develop new strategies for the original four Mages. We've even included recommended spell lists for the Druid and Necromancer. Your cards come organized in this same order for your convenience. Let's get started!



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## THE DRUID

*We have tended our groves for centuries beyond remembrance. We are stewards of life itself, in its most powerful form. The tiniest seed can sunder boulders, and it answers our call. Unleashing the savagery of beasts is nothing compared to unleashing the vengeance of the forest itself. Life cannot be stopped.*



Druids cover the arena with various vines and plants. Their spreading vines explode into showers of thorns and carnivorous plants. Using a basic knowledge of water spells, Druids support their plants until their opponents are consumed. Everything eventually returns to the earth to nurture her plants.

### Attributes

The Druid has a Channeling rate of 9, a Life of 30, and a basic melee attack of 3 dice. Her subclass is Wychwood.

### Training

The Druid is trained in the **Nature** school. As part of her mastery of all plant-life, she is also trained with level one **Water** spells. As their destructive natures work against all of the life the Druid sows, she must pay triple for any **Fire** and **War** spells during spellbook creation.

## SPECIAL ABILITIES

### Spreading Vines

Life springs up in the footsteps of the Druid.

Each Deployment Phase, the Druid may place a new Vine marker in her zone.

Or, she may instead place that marker in a zone, or adjacent to a zone, containing a Vine marker she controls.

The Druid, and her familiars and **tree** spawnpoints, can use her Vine markers to extend the range of **vine** spells they cast. See "Vine Markers" in the codex.



### Treebond

A Druid is only as strong as the forest she protects. When a friendly **tree** conjuration comes into play, she may bond with it, placing her **Treebond** marker on it. This bonding makes both the tree and the Druid stronger. The Druid gains **Innate Life +4** and **Channel +1**. The tree gains **Innate Life +4**, **Armor +1**, and **Lifebond +2**. This allows the Druid to constantly transfer damage between herself and her bonded tree. When the tree is destroyed the bond is lost along with all benefits, and the marker is permanently destroyed.



## THE DRUID'S SPELLBOOK

<b>EQUIPMENT</b>	1 Druid's Leaf Ring 1 Meditation Amulet 1 Mohktari's Branch 1 Veteran's Belt 1 Vinewhip Staff
<b>CONJURATIONS</b>	3 Bloodspine Wall 3 Corrosive Orchid 1 Etherian Lifetree 1 Mohktari, Great Tree of Life 3 Nightshade Lotus 1 Samara Tree 4 Seedling Pod 3 Stranglevine 2 Tanglevine 1 Vine Tree
<b>CREATURES</b>	1 Devouring Jelly 1 Kralathor, The Devourer 4 Raptor Vine 3 Spitting Raptor 1 Tataree 1 Togorah, Forest Sentinel 3 Thornlasher 3 Vine Snapper
<b>ENCHANTMENTS</b>	1 Barkskin 1 Stumble
<b>INCANTATIONS</b>	4 Burst of Thorns 1 Dispel 3 Renewing Rain
<b>ATTACKS</b>	4 Acid Ball

When using this spellbook, the first thing you will want to do is pick which tree you want to bond with. Any of the four trees present are excellent. Each of the different trees has a dramatically different playstyle. After that, if you've bonded with the *Vine Tree* or *Samara Tree*, casting a *Meditation Amulet* to power the mana for those trees is a fantastic play. In general, the Druid wants to spread across the arena and spring her plants up right where she needs them.

## THE NECROMANCER

*The Bog Queen stirs in the Darkfenne. Death has returned to Etheria, and we are the reapers. The unholy tides of undeath sweep across the land, and each that falls before our blight will rise in our service. We bind the fallen to our will and march forward to offer the souls of the living to our unholy Queen.*



Necromancers master the dark arts. They raise skeletons and zombies from the dead and unleash them upon the living. From his graveyard and book of the dead, he constantly summons an unending torrent of the risen dead. Who can stand against a wave of flesh and bones?

### Attributes

The Necromancer has a channeling of 10, a life of 32, and a basic melee attack of 3 dice. His subclass is Darkfenne.

### Training

The Necromancer is trained in the **Dark** school, and thus is privy to the most blasphemous rituals. As such, he finds **Holy** spells much harder to prepare, and pays triple for them during spellbook creation.

## SPECIAL ABILITIES

### Plague Master

Death is the ally of a skilled Necromancer. They spend their time perfecting diseases to spread amongst the peoples of Etheria. The benefit of this study is two-fold: First, studying plagues has granted the Necromancer the **Poison Immunity** trait. Secondly, during the Upkeep Phase, for each object that has one or more *poison* condition markers on it, the Necromancer may pay 1 mana to place 1 **direct poison** damage on that object.

### Eternal Servant

Plagues are but one aspect of death. Through his blasphemous studies, the Necromancer can make a single *undead* creature truly undying. When Summoning a non-Legendary non-Epic *undead* creature, the Necromancer can make it his **Eternal Servant** and places the **Eternal Servant** marker on it. All of the creature's attacks gain the **Piercing +1** trait. Then, should the servant be destroyed, the Necromancer may **Reanimate** the creature by paying its casting cost. The servant returns to play at the end of the round (see "Reanimate" in codex). You can assign the Eternal Servant marker to it, or hold the marker to place on another *undead* creature later.



## THE NECROMANCER'S SPELLBOOK

### EQUIPMENT

- 1 Cloak of Shadows
- 1 Death Ring
- 1 Deathshroud Staff
- 1 Libro Mortuos
- 1 Meditation Amulet
- 1 Wand of Healing

### CONJURATIONS

- 1 Altar of Skulls
- 1 Graveyard
- 3 Wall of Bones
- 1 Ziggurat of Undeath

### CREATURES

- 3 Acolyte of the Bog Queen
- 2 Deathfang
- 2 Grey Wraith
- 1 Mort
- 2 Plague Zombie
- 1 Ravenous Ghoul
- 1 Shaggoth-Zora
- 2 Skeletal Archer
- 2 Skeletal Knight
- 5 Skeletal Minion
- 1 Unstable Zombie
- 2 Venomous Zombie
- 2 Zombie Brute
- 4 Zombie Crawler
- 4 Zombie Minion

### ENCHANTMENTS

- 2 Rise Again

### INCANTATIONS

- 2 Animate Dead
- 1 Dispel
- 1 Dissolve
- 3 Reassemble
- 1 Unholy Resurgence
- 1 Zombie Frenzy

### ATTACKS

- 2 Acid Ball

This build allows you to choose zombies or skeletons. Both have powerful incantations (e.g. *Reassemble*, *Zombie Frenzy*) and amazing late game cards (e.g. *Altar of Skulls*, *Ziggurat of Undeath*). Once you pick a side, stick with it. Put synergy into one side or the other, but not both. Keep in mind that the Necromancer has two spawnpoints, so there should be no shortage of casting actions. Your only bottleneck is how much mana you generate.

# NEW RULES

## Conjuration Attack Actions

If a conjuration has an attack bar, then once per round, before or after any friendly creature's Action Phase, it can make that attack. Use a ready marker to keep track of making that attack. Unless the spell text says otherwise, you can make the attack once per round, and the conjuration can make its attack the same round it comes into play.

## Destroyed

When an object is destroyed, everything attached to it is destroyed and discarded. This includes damage, condition markers, tokens, enchantments, and conjurations. Ability markers are returned to the Mage. Then, the object is placed in its owner's discard pile. The object may then resolve a "destroyed" effect. For example, a Plague Zombie will explode. Some effects replace being discarded such as **Cantrip** or **Obliterate**.

## Spell School Training

A mage pays spellpoints equal to the level of any spells they're

trained in when building their spellbook, and double the level for any untrained spells.

*Example: Druids are trained in level one Water spells. They pay double for all Water spells above level one, as normal. Level one Water spells will cost one spellpoint, but level three Water spells will cost six.*

If a spell has the "X School Only" trait, only a Mage trained in that school, up to that spell's level or higher, can use that spell.

*Example: Any "Water Mage Only" spells of level one are available to a Druid, but not higher level "Water Mage Only" spells. Those are beyond her training.*

## Removed from the Game

When an object is removed from the game, unless an ability or effect specifically says otherwise, it is beyond the reach of any effect or ability in the game, and has no effect on anything in the game. It cannot be cast again.

*Example: Animate Dead cannot be cast on a creature that was removed from the game, because it is not in a discard pile. See "Obliterate."*

# CODEX

## Bleed (Condition Marker)

This creature has suffered a deep bleeding wound. Bleed only affects Living non-plant creatures. Each Upkeep Phase, place one direct damage on this creature. Whenever this creature heals or regenerates, you may remove 1 Bleed condition for each point of healing you cancel. **Finite Life** prevents healing and regeneration. As such, Bleed markers cannot be removed through healing. Effects that allow you to remove conditions can still remove Bleed markers. The marker has a removal cost of 2.



## Corrode (Condition Marker)

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. The marker has a removal cost of 2.  
*Example: A Druid has 2 Corrode markers on her, and a Bearskin. Her current armor value is 0. If she would receive another Corrode condition, she instead receives 1 direct acid damage. She decides to cast Wind Wyvern Hide (which has the same location as Bearskin, and thus will replace it.) When the Bearskin is removed, the Druid has zero armor and thus both Corrode markers are destroyed. Then, the Wind Wyvern Hide comes into play, and the Druid now has an armor value of 2.*

### Devour (Attack Trait)

This creature eats other creatures! If an attack with Devour would destroy a Corporeal creature, **Obliterate** that creature instead.

### Growth (Condition Marker)

A creature with a Growth condition marker has grown in size. Each Growth marker provides **Melee +1** and **Innate Life +3**. This marker has no removal cost, and cannot be removed by spells or effects which remove condition markers.



### Ichthellid Larva (Condition Marker)

A creature with this condition marker has been impregnated with an Ichthellid Larva. Ichthellid Larva is a **poison** condition with a removal cost of 5. The Ichthellid Larva marker is controlled by the controller of the *Ichthellid* that placed the marker. A creature can have only one Ichthellid Larva marker on it. When this creature is destroyed, the controller of the Ichthellid Larva marker may choose an *Ichthellid* creature from his spellbook or discard pile, and place it face down in the zone the creature was in when it was destroyed. This *Ichthellid* comes into play at the end of the round for no mana cost, similar to how the **Reanimate** effect works.



### Innate Life +X (Object Trait)

This creature has an increase to its Life, which usually represents an increase to size or mass, and bypasses the **Finite Life** trait.

### Intercept (Object Trait)

If this creature is guarding, and if a ranged attack targets a non-flying object in the same zone, this creature may redirect that ranged attack to itself, as long as it can be a legal target for that attack. The

Intercept is announced and occurs immediately after the Declare Attack Step (and before the Avoid Attack Step). It loses its guard marker at the end of the attack which it intercepts. Cannot Intercept a zone attack. Cannot Intercept if **Restrained** or **Incapacitated**.

### Lifebond +X (Object Trait)

During the Upkeep Phase, choose one: you may transfer up to X damage from your Mage onto this object, or you may transfer up to X damage from this object to your Mage, regardless of range or LoS. This ability is not affected by the **Finite Life** trait.

### Lumbering (Object Trait)

This creature is clumsy and/or hobbled. It is always **hindered**, and thus it can only take up to 1 move action during its Action Phase, even if it gains the **Fast** trait.

### Obliterate (Effect)

When you obliterate an object, it is utterly destroyed, leaving no trace. The object is destroyed, then it is removed from the game. It does not become discarded or get returned to a spellbook. Any ability or effect printed on that object, or **attached** to it (such as a marker or enchantment), which triggers on destruction, is **canceled**. Other destruction effects, not attached to or part of the Obliterated object, can still occur.

*Examples: When you obliterate a Goblin Bomber it will not explode. When you obliterate a creature with an Ichthellid Larva marker, the Larva will not hatch. If you obliterate an opponent's creature, their Valshalla still gains a Wrath token.*

### Obscured (Object Trait)

This object is difficult to see. It cannot be targeted from more than one zone away (this is for all purposes - ranged attacks, spells, abilities, etc.). Any enchantments or equipment attached to the object also gain the Obscured trait, but attached conjurations do not.

### Reanimate (Effect)

This creature reanimates upon death. If this creature is destroyed, it is moved from the discard pile to the zone it was just destroyed in, and placed face down in that zone, with a face-down action marker on it. This creature is considered temporarily out of play. At the end of the round, the creature card is flipped face up and is Summoned into play. Reanimate does not occur if the creature is removed from

the game when it is destroyed. See “Obliterate.”

### Reconstruct (Effect)

Reconstruct is an effect which removes damage from Nonliving objects. It is not Regeneration or Healing, and is not affected by the **Finite Life** trait.

### Resilient (Object Trait)

This object is incredibly resistant to damage. This object ignores all **non-critical** damage from attacks. Direct damage and attack **effects** occur normally.

### Rooted (Object Trait)

This creature is rooted to the ground. It cannot take move actions, and it has the **Unmovable** trait. It is not **Restrained**, so it can still **guard**, **hinder**, and **Intercept** as normal. A Rooted creature loses, and cannot gain, the **Flying** trait.

### Snatch (Effect)

This attack can grab and pull creatures into its zone. Snatch is a **Push** effect, where the object is **Pushed** one zone closer **towards** the source of the Push. Snatch has no effect on **Uncontainable** or **Unmovable** creatures.

### Stuck (Condition Marker)

Creature is **Restrained** and **Unmovable**. At the end of each of its Action Phases, a Stuck creature may attempt an **escape roll**: on a roll of 7 or higher, remove Stuck. If this creature is Teleported, destroy all Stuck conditions on it. Stuck has no effect on Conjurations and **Uncontainable** objects. Stuck has a removal cost of 4.



### Tainted (Condition Marker)

This cursed or venomous attack creates a tainted or infected wound that will not heal. Tainted is a **poison** condition. The marker counts as three damage, and this damage cannot be healed or regenerated. The marker has a removal cost of 3, and can be removed normally by spells or abilities which remove conditions, even if the Tainted object has the **Finite Life** trait. A



Tainted marker placed by an attack does **not** count as damage dealt by the attack.

### Uproot X (Object Trait)

This creature can uproot itself from the ground and move freely. When this creature is activated, you may pay X mana. If you do, it loses the **Rooted** trait until the end of its Action Phase.

### Vigilant (Object Trait)

This creature is constantly guarding, protecting, or sheltering friendly objects. At the end of its Action Phase you may place a **Guard** marker on this creature, if it does not already have one.

### Vine Markers (Game Marker)

Vine markers are a Living conjuration with 1 life, no armor, and they cannot gain armor. Vine markers **hinder** enemy non-Flying creatures. Any amount of damage will destroy a Vine Marker, regardless of its total life. They can't be targeted by ranged attacks. Any number of Vine markers can occupy a zone. As the Druid, or a **familiar** or **tree spawnpoint** she controls, casts a **vine** spell, you can destroy a target Vine marker she controls as an additional cost to cast that spell. If you do, you may ignore the range of that spell to target that Vine marker's zone, an object in that Vine marker's zone, or a border of that Vine marker's zone. That **vine** spell must have a legal target. If two or more Druids are playing, each should use a different side of the Vine marker to distinguish ownership.



### Zombie (Condition Marker)

This creature has been raised from the dead. It gains the **undead** and **zombie** subtypes. It gains the **Psychic Immunity**, **Slow**, **Nonliving**, and **Bloodthirsty +0** traits. The Zombie marker has no removal cost and cannot be removed by spells or effects which remove condition markers. If this creature would be destroyed, **Obliterate** it. If a creature already has the **Slow** trait at the time it received this marker, then it also receives a **Stun** condition marker.

