

SPELL NOTES

Desperate Focus

You only gain **Armor +1** and **Melee +1** while you control fewer creatures than any other Mage in the Arena. If you have the same number of creatures as another Mage, you do not gain the effects of Desperate Focus.

Removing Dissipate Tokens

There are several spells and abilities in this set that require you to remove Dissipate tokens as a cost. Removing the last Dissipate token from an object immediately destroys that object. If an attacking creature is destroyed before damage is dealt, the attack is canceled.

Telekinetic Bomb

Telekinetic Bomb only makes its attack if it is destroyed after it has been revealed. If it is destroyed while it is hidden, it does not make its attack.

CODEX

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. If a creature acquires more than one Aegis trait, use only the highest one.

Invisible

This object is invisible and cannot be targeted. However, it can be affected by attacks, spells, or abilities which do not target it directly, such as zone attacks and spells. It can also be affected by counterstrikes. As long as it has the Invisible trait, it also gains the **Pest** and **Elusive** traits.

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.

Priority

A Mage has **Priority** immediately before or after any friendly creature activation, when it is their turn. This is anytime a Mage could use their Quickcast Action. Any number of available Priority effects (as well as a Quickcast Action) may occur during the same turn.

CREDITS

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2 players

14+

30 minutes

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INTRODUCTION

Welcome to the **Mage Wars® Academy: Forcemaster Expansion!** This set brings a plethora of new spells to your **Mage Wars® Academy** duels. It also introduces a brand new Mage, the **Forcemaster!** So whether you wish to use your mind as a weapon, or simply expand the options available to the other Academy Mages, this expansion will really test your skills!

“Now, to cross into a new world.” Khenet-Tay spoke the words to Nefersto, her family’s Djinn, who had carried her across the deserts to the grounds of Sistarra. Nefersto inclined his head the slightest bit — his place was to serve, not to speak. Without further hesitation, she pushed open the doors to the Chamber of Admittance with her mind and smiled inwardly at the mixed looks of surprise, annoyance, and wonder that greeted her.

“I am Khenet-Tay,” she pronounced. “House Khenet has foreseen that I will be admitted to this Academy to learn the ways of Mind Magic passed down from the times of ancient Atalancia. I am prepared to accept the role of adept, for such time as is necessary. I offer as payment for these services this trunk of wonders from the lands of Dsjer-Tet, as it pleases Kallek, Lord of Wonder.”

Nerfersto stepped forward holding a large trunk. With a wave of her slate-skinned hand, Khenet-Tay caused the bindings to loosen, and the lid to swing back. Inside, those close enough could see the contents: orbs swirling with bright blue mist, golden scarabs laced with glowing runes, amulets carved in the shapes of animal-headed warriors, and reliquaries humming with black nether-wards.

For a long moment, there was no movement in the room, save for the flickering of eyes, first at the Dark Elf, then at her treasures, then at the Djinn, then back to each other.

“Welcome to Sistarra,” said a tall High Elf with a golden voice. “I am Magus Erozar. We certainly would not want to disappoint House Khenet or the Lord of Wonder. Please, come with me.”

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FORCEMASTER

The Forcemaster uses telekinetic force and telepathic trickery to defeat her enemies. She builds powerful constructs out of pure force to do her bidding, and if they are not enough to sway the battle, she will turn her opponent’s minions against their master. The Forcemaster is not above wading into the fray and bending force magic into weapons so she can go toe-to-toe with the most monstrous of enemies.



Attributes

The Forcemaster has 7 Channeling, 22 Life, and 3 Starting Mana. Her Subclass is Dsjer-Tet.

Training

Her studies of telekinesis have provided her training in the Mind school. Due to her heritage, she is also trained in *Dsjer-Tet* spells. As she is inexperienced at creature summoning, all *non-Mind, non-Dsjer-Tet* creatures cost triple spellpoints.

Power Transfer

The Forcemaster is adept in transferring force energy to and from her constructs to temporarily enhance their strength, or her own.

Once per round, when a friendly *force* creature (or your Mage) declares an attack, you may pay 1 mana and remove a Dissipate token from a *force* creature you control to give the attacking creature **Melee +2** for that attack.

RECOMMENDED SPELL LIST

NAME	QUANTITY
Force Armor	1
Illusory Leggings	1
Jeweled Scarab	1
Shifratar	1
Symbiotic Orb	2
Eye of Itadjet	2
Force Caracal	2
Force Golem	1
Psionic Cobra	2
Tjusut, the Risen King	1
Tomb Guardian	2
Desperate Focus	1
Drop Item	1
Force Shield	1
Galvanize	1
Mass Cowardice	1
Mind Seize	2
Redistributed Power	1
Repulsion Field	1
Disperse	1
Siphon Energy	1
Force Daggers	1
Telekinetic Bolt	2

