



MAGE WARS®

ACADEMY



NECROMANCER
EXPANSION

RULES



INTRODUCTION

Welcome to the Mage Wars® Academy: Necromancer Expansion! This set brings an arsenal of new spells to your Mage Wars® Academy duels. It also introduces a brand new Mage, the Necromancer! So whether you choose to command the legions of undeath yourself or grant new options to previous Mages, this expansion will let you empty the crypts of the dark power of death itself!

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NECROMANCER

Through profane ritual and forbidden study, the Necromancer has gained mastery of dark magics. He can raise skeletons and mummies as well as rend the very soul from the weak.

Attributes

The Necromancer has 7 Channeling, 23 Life, and 1 starting mana. His Subclass is Dsjer-Tet.

Training

Through forbidden knowledge, dark study, and profane rituals the Necromancer has been trained in the *Dark* school. However, the Necromancer is an anathema to the light. As such, *Holy* spells cost triple spellpoints, even *Novice* ones.

Curse of Undeath

The Necromancer is trained in the ancient arts of Dsjer-Tet mummification. This allows him to use the life essence of the recently slain to empower his servants. Once per round, when an enemy Living creature is destroyed, you may remove up to 2 damage from a *mummy* creature you control.

SPELL NOTES

The Embalmed

When you summon The Embalmed, it becomes an exact copy of the creature you removed. However, it also gains the *undead* and *mummy* subtypes and the **Nonliving** trait.



RECOMMENDED SPELL LIST

| NAME | QUANTITY |
|------------------------------------|-----------------|
| Leather Chausses | 1 |
| Ramses' Black Death | 2 |
| Scepter of Undeath | 1 |
| Soulreaper | 1 |
| Unholy Armor | 1 |
| The Embalmed | 1 |
| Matesis, the Fallen Pharaoh | 1 |
| Mummified Swordmaster | 2 |
| Priest of Abenek | 2 |
| Servant of Malacoda | 1 |
| Vengeful Merchant | 2 |
| Vengeful Voidwalker | 2 |
| Stench of Death | 1 |
| Terrifying Visage | 1 |
| Unholy Reversal | 1 |
| Crumble | 1 |
| Fizzle | 2 |
| Ritual of Kallek | 2 |
| Siphon Life | 1 |
| Soul Harvest | 2 |



CODEX

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 are also **Nonliving**. Creatures are considered corporeal unless they have this trait.

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.

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.

Vampiric

The first time each round that this attack damages a Living creature, the attacker heals up to half the damage caused (rounded up). If the attack does more damage than the target's remaining life, the excess damage does not count for healing. The Vampiric trait does not stack.



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2 players



14+



30 minutes



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