



## SPELL NOTES

### Cure

If you do not remove a condition from your target, then you do not get to heal your target.

### Paladin's Valor

The armor bonus lasts until this card is destroyed, but the melee bonus is only when attacking a creature of greater Level.

### Reveal Magic

Normally if a **mandatory** enchantment needs to be revealed and it is not, then it is destroyed. Reveal Magic prevents an enchantment from being revealed, but it will not cause a mandatory enchantment to be destroyed because it could not be revealed.

## 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.

## CREDITS

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# PRIESTESS EXPANSION

## RULES

## INTRODUCTION

Welcome to the Mage Wars® Academy: Priestess Expansion! This set brings a plethora of new spells to your Mage Wars® Academy duels. It also introduces a brand new Mage, the Priestess! So whether you wish to fight in Asyra's name, or simply expand the options available to the core set's Beastmaster and Wizard, this expansion will really test your skills!

*As Jolleen walked the cobbled steps of the Old Campus leading to the Precincts of Blessed Repose and the arena test that awaited her, she couldn't help remembering the sage advice she had been given on her first day at Sistarra by Magus Jara: "Tests and trials are given to those beloved by Asyra in order that those servants' true mettle might be made known."*

*Since that day, Jolleen had learned the truth of that saying. All the classes, endless tests, and martial training sessions in the yard with Magus Bellarax had been taxing — but she had come out stronger and more grounded in her knowledge and faith. In fact, the closer she got to her final test, the more she felt as if the power of Asyra was running through her veins.*

*Now, as she made her way to the training arena that had been prepared for the exam, her classmates that she passed gave her looks and signs of encouragement. "Be strong, knowing that I am with you." That was another saying of Asyra that she found herself repeating.*

*Subconsciously, she gripped her spellbook even tighter. She had studied and trained and prepared. This was just another test handed down by Asyra, and with the Goddess' help, she would surely pass this one as well.*



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### PRIESTESS

A devout follower of Asyra, the Priestess is a master of healing and protection. Knights, angels, and other forces of light will rally to her cause and defense. Her blessings enable her followers to endure attacks that would fell others, forging them into an unstoppable army.

### Attributes

The Priestess has 7 Channeling, 21 Life, and 2 Starting Mana. Her Subclass is Asyra.

### Training

Her devotion to Asyra has provided her training in the Holy school. Because of her devotion to the light, all Dark Spells cost triple spellpoints, even Novice ones.

### Blessing of Champions

Each spell from the Priestess spreads hope and strengthens her creatures' resolve. Whenever the Priestess casts or reveals a healing or protection spell, she may place a guard marker on a friendly Holy creature in her zone by paying mana equal to its Level. Once an attack has been declared, assigning a guard marker to a creature will not change the target of the current attack.



## RECOMMENDED SPELL LIST

NAME	QUANTITY
Asyran Robes	1
Faith Healer's Staff	1
Broken Wing Angel	2
Ehren, Enduring Paladin	1
Gloranna, Avenging Angel	1
Meditating Monk	1
Temple Sentry	2
Temple Sharpshooter	1
White Cloak Knight	2
Asyra's Touch	1
Circle of Protection	1
Gator Toughness	1
Slumber	1
Crumble	2
Cure	1
Disperse	2
Mend	2
Reveal Magic	1
Dazzle	1

