

SPELL NOTES

Mhegedden, Sealed Demon

One side of the Seal tokens says "Seal" and the back side say "Life -2". When Mhegedden is summoned, place the seal tokens on him face-up, with the word "Seal". When a seal token is moved to the Warlock, flip it over to show that the warlock is receiving Life -2. The Seal tokens continue to give Life -2 even if Mhegedden is destroyed.

Afflicted Demon

Even if the Afflicted Demon's attack will destroy its target, it will still move a Weak condition marker to that creature before it dies.

Demonic Link

Since the text on the spell specifies *demon*, if this enchantment somehow ends up on a non-*demon* creature then it will confer no benefits.

Curse Item

If an equipment cannot be replaced, then you cannot cast an equipment in that location. If you do, then that spell is canceled.

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.

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.



CREDITS

Mage Wars® Academy created and designed by Bryan Pope

Co-Designers: Aaron Brosman and Matthew Burch

Lead Developers: Colin Meller and Benjamin Pope

Story: Dr. Thomas Allen and Chris Henson

Rules: Aaron Brosman

Art Director: John Guytan

Graphic Design: Kris Aubin and Chris Henson

Production Manager: John Rogers

Proofreading: William Niebling, Cristofer Pope, James Tolbert, and nearly everyone above!

Playtesters: Jim Anthony, Justin Bailey, Lewis Bronson, Alex Carroll, Frederick Czajka, Richard H Daly, Ray D'Arcy, Mike Elite, Justin Emery, Ludwika Gorzkowska, Ken Grazier, Jannis Grimm, Ananda Guneratne, TJ Huzl, Calvin Keeney, Ivan Ray Kidd III, Kyle King, Jan Kriz, Alan LaMielle, Laurin Lengert, Philipp Lindenberg, Joel Lofgren, Justin Lowe, Tim McCurry, Dylan McInnis, Matt McInnis, Dr. Jason Medina, Jerome Minter II, Alexander Mont, Brian Ogilbee, Scott Penney, Samuel Rand, Jeremy Root, Nathan Sanders, Isak Sexson, Raymond Slover Jr., Julia Smith, Ken Staples, Peter Yovich, Tobias Zolles

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**WARLOCK
EXPANSION
RULES**



INTRODUCTION

Welcome to the Mage Wars® Academy: Warlock Expansion! This set brings a plethora of new spells to your Mage Wars® Academy duels. It also introduces a brand new Mage, the Warlock! So whether you choose to follow the dark path, or simply expand the options available to the Core Set's Beastmaster and Wizard, this expansion will really test your skills!

Devris Valda stormed down the halls of the Tower of Night, his face daring anyone to step in his way. One hand held his spellbook—a collection of Dark spells and curses, punctuated with the finest Fire spells he could beg, borrow or steal. This was the day he had been waiting for, the Day of Reckoning, the day that students of his Lyceum either showed that they were strong enough to walk the path of the Dark arts, or that they were fit only for simple servitude.

He already knew that he was strong enough. He had trained relentlessly, and had bested a good many of his peers. His goal was simple: take the test, show his opponent to be a weak-willed cur, graduate, and swear his allegiance to Bael, the Demon Lord of Blood. As a servant of Bael, he would join the ranks of the Arraxian Crown, an organization that was dedicated to reopening a portal to the Realm of Infernia, and reestablishing the dominion of demonkind. He would join his father, Archeon Valda, in the organization. "Demons understand the power of the strong, and the power of the flame" his father had told him the day he had left to go to Sistarra. "Command what they respect, and you command them." He had studied long, and had taken those words to heart.

Today would be his day to command.

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WARLOCK

The Warlock has forged a pact with Bael, an ancient demon. This pact has granted him great skill with *demon* and *fire* spells. The Warlock executes his malevolent schemes by commanding demons and unleashing torrents of flame.

Attributes

The Warlock has 7 Channeling, 26 Life, and 0 Starting Mana. His Subclass is Bael.

Training

Through his profane pacts the Warlock has been trained in the *Dark* and *Fire* schools. This makes him the natural antithesis of light and thus *Holy* spells cost triple spellpoints, even *Novice* ones.

Sacrifice of Blood

A sacrifice of blood can drive his demons to greater effort. Once per round, when a friendly *demon* creature attacks, during the Roll Dice Step of that attack, the Warlock may place 1 point of direct damage on that *demon* to re-roll all of the attack dice (but not the effect die). In this way, the Warlock can ensure that his demons are always a threat.



RECOMMENDED SPELL LIST

NAME	QUANTITY
Burning Cuirass	1
Demonhide Mask	2
Eye of Bael	1
Hellstar	1
Afflicted Demon	1
Combustion Demon	2
Drakas, Imp Overlord	1
Khali-Gar, Blade Maiden	1
Kharne, Horned Demon	1
Mhegedden, Sealed Demon	1
Sanguine Hunter	1
Curse Item	2
Demonic Link	2
Gator Toughness	1
Disperse	2
Sneak Attack	1
Firestream	3
Twin Fireball	1

