



# FORGED in FIRE

The Anvil Throne Mountains rise above the northern reaches of the Straywood Forest, far from the borders of Westlock. Beneath those majestic peaks lies the underground empire of the Dwarves with their forges, where they have labored for centuries, to carry out the divine mandate of Eisenach, the Searing Bellows. Their advances in metallurgy and engineering are known and renowned throughout Etheria, especially Harshforge iron, that resists magic. These Dwarven wonders have captured the eye of Adramelech, and the Lord of Flame's covetous gaze is fixed upon the Anvil Throne. Now the future of Etheria rests in the Dwarves' precious ores. Only those **Forged in Fire** will survive this conflict!

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## INTRODUCTION

Welcome to the **Mage Wars®: Forged in Fire** Spell Tome Expansion! In this set you'll find 2 Mage Cards, 2 Mage Ability Cards, 158 Spell Cards, 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 can greatly increase the options available to a Warlock or Warlord, as well as all the other Mages. We've even included recommended spell lists for both Mages. The Warlord's spellbook uses cards from the Forcemaster vs. Warlord expansion set. Let's get started!

### Adramelech's Warlock

The Lord of Flame grants his chosen Warlocks a portion of his mastery over flames. They crave incineration and long for the day that all Etheria lies in ashes.

#### Attributes

Adramelech's Warlock has a Channeling rate of 9, a Life of 33. Her subclass is Adramelech.

#### Training

Her pact with Adramelech provides the Warlock with training in the **Dark** and **Fire** schools. **Holy** spells cost triple for her during spellbook creation.

#### Fireweaving

All flames bend to the Warlock's will. Once per round, at the end of her Action Phase, the Warlock may target an object up to 2 zones away. She may move a Burn condition from that object to another target creature or conjuration in the same zone or bordering that zone. She may move a Burn condition to and/or from a wall which borders that zone.

#### Smoldering Curses

All curses are deadly in the hands of a Warlock. Through Adramelech's tutelage, curses make foes more susceptible to fire. Enemy creatures gain the **Flame +1** trait if they have one or more **revealed** curse enchantments you control attached to them.

#### Demonic Reward

Adramelech rewards those demons who revel in fire. If a friendly *demon* attacks and damages an enemy creature with a Burn condition, it may heal one damage. Each friendly *demon* may only trigger this ability once per round.

#### Burning Touch

Warlocks know conflagration is only a touch away. Adramelech's Warlock does not have the normal basic melee attack. Instead she has a **flame** melee attack called *Burning Touch*.



## THE WARLOCK'S SPELLBOOK

### EQUIPMENT

Cards marked with "CS" can be found in the Core Set.

- 1 Adramelech's Torment
- 1 Bloodfire Helmet
- 1 Dragonscale Hauberk<sup>CS</sup>
- 1 Elemental Wand<sup>CS</sup>
- 1 Fireshaper Ring<sup>CS</sup>
- 1 Gauntlets of Strength<sup>CS</sup>
- 2 Lash of Hellfire<sup>CS</sup>
- 1 Mage Wand<sup>CS</sup>
- 1 Regrowth Belt<sup>CS</sup>
- 1 Ring of Curses<sup>CS</sup>

### CONJURATIONS

- 1 Battle Forge<sup>CS</sup>
- 1 Pentagram<sup>CS</sup>
- 1 Mana Crystal<sup>CS</sup>
- 2 Wall of Fire<sup>CS</sup>

### CREATURES

- 1 Adramelech, Lord of Fire<sup>CS</sup>
- 1 Blood Demon
- 2 Firebrand Imp<sup>CS</sup>
- 1 Flaming Hellion<sup>CS</sup>
- 2 Infernian Scourger
- 1 Sersiryx, Imp Familiar
- 4 Wildfire Imp

### ENCHANTMENTS

- 2 Adramelech's Touch
- 2 Agony<sup>CS</sup>
- 1 Arcane Corruption
- 1 Bear Strength<sup>CS</sup>
- 1 Chains of Agony<sup>CS</sup>
- 2 Ghoul Rot<sup>CS</sup>
- 1 Magebane<sup>CS</sup>
- 2 Marked for Death<sup>CS</sup>
- 1 Poisoned Blood<sup>CS</sup>
- 2 Rust
- 2 Vampirism<sup>CS</sup>

### INCANTATIONS

- 2 Combustion
- 2 Dispel<sup>CS</sup>
- 2 Dissolve<sup>CS</sup>
- 1 Drain Life<sup>CS</sup>
- 2 Explode<sup>CS</sup>
- 2 Force Push<sup>CS</sup>
- 2 Ignite

### ATTACKS

- 2 Devil's Trident
- 2 Fireball<sup>CS</sup>
- 1 Firestorm<sup>CS</sup>
- 2 Flameblast<sup>CS</sup>



## Warlord of the Anvil Throne

The Dwarven Warlords of the Anvil Throne Mountains are master smiths as well as master tacticians.

### Attributes

The Warlord of the Anvil Throne has a Channeling rate of 9, a Life of 34, and a basic melee attack of 3 dice. His subclass is Anvil Throne.

### Training

Warlords are trained in both the **War** and **Earth** schools. **Arcane** spells cost him

triple in spellbook creation.

### Runesmithing

The Anvil Throne Dwarves are master forge smiths and the Warlord brings this craft into the arena through Runesmithing. The Warlord has 5 special Rune markers. When an equipment comes into play attached to this Mage, he may pay 1 mana to assign one Rune to it. Each Rune may only be assigned once per game, and each equipment can only have one Rune assigned to it. Each Rune imbues a special power to the equipment object it is assigned to. When an equipment with a Rune would be destroyed by a spell or ability an opponent controls, prevent that destruction unless that opponent pays 2 mana. If an equipment object is destroyed, removed from the game, or returned to your spellbook, the Rune is permanently destroyed.

 **Rune of Fortification:** If this equipment gives an **Armor +X** bonus to the Mage, it gives an additional **Armor +1**.

 **Rune of Power:** Once per round, you may pay 1 less mana when casting a spell bound to this equipment or using a spell action provided by this equipment.

 **Rune of Precision:** This equipment's non-spell attacks gain the **Piercing +1** trait.

 **Rune of Reforging:** This equipment gains the **Cantrip** trait.

 **Rune of Shielding:** If this equipment gives your Mage a Defense, the first time each round that defense is used, add +2 to the Defense roll.

### Battle Orders

Once per round, the Warlord may pay 1 mana to cast a **Battle Order**. A Battle Order is a quick *command* spell which affects all friendly *soldiers* in his zone at the time it is cast, and the effect lasts until the end of the round. The Warlord may choose to cast one of three different Battle Orders.

**Hold the Line!** - Gain the **Tough -2** and **Armor +1** traits.

**Quick March!** - Gain the **Fast** trait.

**Take Aim!** - Ranged attacks gain the **Piercing +2** trait.

### Battle Hardened

The Warlord of the Anvil Throne Mountains is a seasoned veteran of countless battles. Experience combined with his Dwarven constitution imbues him with the **Tough -2** trait.

## THE WARLORD'S SPELLBOOK

### EQUIPMENT

1 Deflection Bracers<sup>CS</sup>  
1 Eisenach's Forge Hammer  
1 Elemental Cloak<sup>CS</sup>  
1 Elemental Wand<sup>CS</sup>  
1 General's Signet Ring  
1 Harshforge Plate  
1 Helm of Command<sup>FW</sup>  
1 Horn of Gothos<sup>FW</sup>  
1 Ivarium Longbow<sup>CS</sup>  
1 Morning Star  
1 Regrowth Belt<sup>CS</sup>

Cards marked with "<sup>CS</sup>" can be found in the Core Set and "<sup>FW</sup>" can be found in the Forcemaster vs. Warlord Set.

### CONJURATIONS

1 Altar of Carnage  
1 Archer's Watchtower<sup>FW</sup>  
1 Armory  
1 Barracks<sup>FW</sup>  
1 Battle Forge<sup>CS</sup>  
1 Construction Yard  
1 Harshforge Monolith  
2 Wall of Earth

### CREATURES

2 Anvil Throne Crossbowman  
1 Bloodcrag Minotaur  
2 Dwarf Kriegsbiel<sup>FW</sup>  
2 Goblin Alchemist  
1 Grimson Deadeye, Sniper<sup>FW</sup>  
1 Gurmash, Orc Sergeant  
1 Otto Kronig, Master Engineer  
1 Sir Corazin, Blademaster<sup>FW</sup>

### ENCHANTMENTS

3 Brace Yourself  
1 Nullify<sup>CS</sup>  
1 Standard Bearer<sup>FW</sup>

### INCANTATIONS

2 Battle Fury<sup>CS</sup>  
1 Conquer  
3 Defend  
3 Dispel<sup>CS</sup>  
2 Dissolve<sup>CS</sup>  
2 Flank Attack  
2 Force Push<sup>CS</sup>  
1 Rouse the Beast<sup>CS</sup>  
2 Sniper Shot<sup>FW</sup>

### ATTACKS

2 Hurl Bolder<sup>FW</sup>  
4 Hurl Rock

# RULES

## Talos

Talos is a great statue dedicated to the god of war. Talos can only be brought into play through the *Altar of Domination*. It costs no spellpoints to include Talos in your spellbook. The spell level and mana cost are only for use if other cards reference them. Its spell level and mana cost are only for use if other cards reference them.

## Triplestrike with Counterstrike

If *Cerberus* is guarding a zone which contains a

friendly *Dark* conjuration his Bite melee attack gains the **Triplestrike** trait. If an opponent's creature melee attacks *Cerberus*, he will be able to use his Triplestrike trait to make three attacks as a single Counterstrike action against that creature.

## Zone Control

A player controls a zone if they control a creature in that zone and their opponent does not. Do not count Pests or Incapacitated creatures. *Conquer* refers to zone control.

# 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. 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.



## Disable (Condition Marker)

Disable is a condition that temporarily prevents an object from functioning. If an object has one or more Disable markers on it, it is Disabled. Disabled objects lose all attack bars, action bars, and non-trait abilities. (An ability is anything in the card's text box, except what defines "X" for cards that have an attribute or mana cost dependent on X.) It does not lose any of its **attributes** or its subtypes (attributes include Life, Armor, Defenses and Channeling). Each Reset Phase, remove one Disable marker from each object, unless that Disable marker was placed during that Ready



Phase. For objects with multiple Disable markers on them, remove **only one** each Reset Phase. Disable does **not** have a removal cost and cannot be removed by spells or abilities which remove condition markers.

## Dissipate X (Object Trait)

Objects with **Dissipate X** only last a short while before dispersing. When an object with **Dissipate X** comes into play, it gets "X" Dissipate tokens. Each Upkeep Phase, remove one Dissipate token. When the last token is removed, destroy this object.

## Indestructible (Object Trait)

This object cannot be damaged, and cannot be destroyed by damage. It can be destroyed by other effects or abilities which may destroy it without dealing damage.

## 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.

## 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.

## Unstoppable (Object Trait)

This creature is exceptionally large, heavy, and/or strong, possibly animated by powerful magics. It is virtually impossible to hold or push. This creature cannot be **hindered**. It also has both the **Unmovable** and **Uncontainable** traits.