



MAGE WARS®

ACADEMY



MONK  
EXPANSION

RULES



## **INTRODUCTION**

Welcome to the Mage Wars® Academy: Monk Expansion! This set brings an arsenal of new spells to your Mage Wars® Academy duels. It also introduces a brand new Mage, the Monk! So whether you choose to master your body and mind through the martial arts, or grant new options to previous Mages, this expansion will let you to master the martial disciplines and unleash their fury!

## **CONTENTS**

### **MONK**

Discipline and meditation have allowed the Monk to master the ancient fighting style of Ketsuro. She has unlocked the powers of her mind, as well as the martial prowess of her body. She can make devastating physical strikes and mentally propel her body to new heights.

## Attributes

The Monk has 7 Channeling, 25 Life, 1 starting mana, and 38 Spellpoints. Her Subclass is Ketsuro.

## Training

Martial training and disciplined meditation have culminated in the Monk's mastery of Ketsuro. She is trained in the Mind school and trained in *martial* and *monk* spells. The Monk lives a life of solitary contemplation, and so Creature spells in which she is not trained cost triple spellpoints.

## Ki

Ki is the culmination of the spiritual and mental force of the Monk. She can use Ki to empower her abilities to fantastic levels. You begin the game with 2 Ki. Additionally, during the Upkeep Phase, you gain 1 Ki. Ki may be spent to augment specific spells and abilities. Ki does nothing on its own and must be spent to activate other effects.



## RECOMMENDED SPELL LIST

NAME	QUANTITY
<b>Bo Staff</b>	<b>1</b>
<b>Dampening Cloak</b>	<b>1</b>
<b>Devout Robes</b>	<b>1</b>
<b>Dragon Lance</b>	<b>1</b>
<b>Ring of Ki</b>	<b>1</b>
<b>Oboko, Sohei Master</b>	<b>1</b>
<b>Sohei Pupil</b>	<b>2</b>
<b>Chakra of Protection</b>	<b>1</b>
<b>Martial Mastery</b>	<b>1</b>
<b>Miss</b>	<b>2</b>
<b>Fortified Resolve</b>	<b>2</b>
<b>Crumble</b>	<b>1</b>
<b>Disperse</b>	<b>1</b>
<b>Distraction</b>	<b>1</b>
<b>Meditation</b>	<b>2</b>
<b>Dragon Tail Sweep</b>	<b>2</b>
<b>Fist of Iron</b>	<b>2</b>
<b>Fist of Lightning</b>	<b>2</b>
<b>Flying Side Kick</b>	<b>2</b>
<b>Projected Leg Sweep</b>	<b>3</b>
<b>Projected Palm</b>	<b>3</b>



## CARD NOTES

### Haruku, Shadow Assassin

Haruku may still be attacked by creatures, but she may not be targeted by spells while active, friendly or enemy. However, once she has acted, she may then be targeted by spells.

### Chakra of Protection

If you and your opponent are tied with the same number of creatures, then you do not control the fewest creatures, so the benefit will **not** occur.

### Martial Mastery

If you and your opponent are tied with the same number of creatures, then you do **not** control the fewest creatures, so the benefit will not occur.

## 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.

### Reach

This melee attack can target and attack Flying creatures in the same zone.



## CREDITS

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2 players



14+



30 minutes



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