CODEX

Moving Conjurations

Conjurations are attached to the zone they occupy, but some conjurations can move (such as *Mind's Eye*). A conjuration can only move into a zone that it could legally be attached to. You cannot move a Conjuration into a zone that already has a conjuration with the same name attached to it (each zone can only have one Conjuration of a given name attached to it at a time).

Re-Rolling Dice

Spells that allow for the re-rolling of dice, allow the dice to be re-rolled at any time prior to the Damage and Effects step, of an attack. An example of this would be *Gloves of Skill*.

Trample

Trample is a new type of attack which can be made while a creature is moving!

Once per round, when a creature takes a move action, it may make a trample attack as a free action against a target creature in its zone. The attack can only be used when it takes a move action to leave a zone. The attack occurs during the "Leaving Zone Effects Step" of the move action.

It may only use a trample attack to attack a creature in the zone it is **leaving**, not the zone it is **entering**. Trample attacks have a special icon which looks like an elephant's foot.

After moving, the creature is still able to take a quick action as normal, which may enable it to make another attack.

Trample attacks can only target non-Flying creatures, and cannot target conjurations. Trample attacks cannot occur when a creature is Pushed or Teleported. Additionally, a trample attack is neither a melee nor a ranged attack, and thus is not affected by things which affect melee or ranged attacks (such as the **Melee +X** trait). However, it does behave like a melee attack in that it must respect guards. The attack has a Counterstrike Step and a Damage Barrier Step, in which the attacker may receive an attack from the defender or their damage barrier.

X Mana Cost Spells

The value of X in X mana cost spells is determined by that spell's text. In the case of spells like *Dispel* and *Dissolve*, this value is determined when the spell is cast. In other spells such as *Purify* and *Clear Mind*, this cost is calculated after the spell resolves (Step 3: Resolve Spell).

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2 players 14+ 30 minutes

MAGE WARS ARENA

LOST GRIMOIRE VOLUME 1

RULES AND CODEX

STORY

Venturing north, well-away from the heavily trafficked roads that lead south to the coastal cities of Sor Alorra and Tir'Nasarre, a small but fabulously stocked group of travelers make their way out of Sortilege, along the northwest coastline of Westlock, and into the snarl of black and ancient trees that mark the juncture of the Straywod Forest, the Bloodcrag Mountains, and the Darkfenne Swamp.

There are few visitors to these lands. Between the hard terrain and the noxious gases that hang in the air, safety is difficult to come by. But the well-outfitted group knows the way.

The travelers are part of the "Discovery League", a group of loremasters, scouts, adventurers and mages, paid to find rare and forgotten relics and spells for Yoseph, "Merchant of Many Things", owner of Sortilege's most famous magic shop, The Seventh Tower. In seeking these mysteries, this group makes regular forays into dangerous territory like the Darkfenne, but also travels to other distant and formidable locales such as the jungles of Kumanjaro, the Haunted Desert beyond Dsejer-Tet, and the glacier catacombs in the undead-controlled areas of the far North beyond the Rimemark.

Now, they journey to find the Lost Grimoire, a spellbook belonging to the legendary archmage Mordok, which they believe to be locked in an ancient tomb, warded by artifacts, magic and a host of dire creatures. Before he went missing, Mordok was known to have traveled the length and breadth of the land, from the far south of Etheria to the frigid north. What secrets and spells await? Could be anything — which is exactly what the Discovery League gets paid to find out.

SPELL NOTES

Altar of Infernia

Altar of Infernia only removes **Melee +X** traits. It does not remove any **Melee -X** traits or other effects that increase or decrease attacks. **Bloodthirsty +X** and **Charge +X** traits are unaffected by Altar of Infernia.

Confusion

An eligible target includes all objects that you can attack. Note: the attacking creature and conjurations attached to it are eligible targets. If there are guarding creatures, or if this creature has the **Bloodthirsty +X** trait, this limits the number of eligible targets as normal.

Randomly choosing an eligible target may be done by any truly random method. The suggested method is to assign a number on the effect die to each eligible target in the zone and roll until you get one of those numbers.

Normally counterstrikes can only target the attacker, but a counterstrike attack made by a creature affected by Confusion randomly targets the attacker or itself.

If the attack has additional strikes (such as an attack with the **Doublestrike** or **Triplestrike** trait), those additional strikes are made against the same target as the initial strike. This follows the normal rules for additional strikes.

An attack with the **sweeping** trait attacks two **different** targets. In such a case, the first target is no longer an eligible target for the second attack.

Joseph Trublood, High Cleric

Joseph Trublood, High Cleric cannot gain the **+2 vs. Nonliving or Dark** creatures bonus twice against the same creature (if it was both **Dark** and **Nonliving**). The bonus applies just once, if the target matches either the **Nonliving** or **Dark** requirements.

The "Armor +2 against attacks from Nonliving or Dark creatures" applies during the Damage and Effects Step of an attack made by a Nonliving or Dark creature. At the end of Damage and Effects Step, the armor is lost.

Mind's Eye

Mind's Eye does not get its own action: You may choose to use it as the source of a quick spell that your Mage or a Familiar you control casts, once per round. Line of Sight and range are determined from Mind's Eye instead of the Mage or Familiar whose spell you chose to have originate from Mind's Eye. Any spell that targets attacker of a spell that originates from Mind's Eye, will target Mind's Eye.

Unstable Fire Imp

When Unstable Fire Imp is destroyed by the damage from an attack, it makes its Blazing Burst attack, targeting the zone in which it was just destroyed. As an additional note, Unstable Fire Imp's Blazing Burst attack has the **No Damage** trait. This means that the attack cannot do any damage (regardless of any traits or spells that would normally enhance damage): it only applies its effect roll to each target.

Wall of Poison Gas

A creature interacts with a wall during the fourth step of the move action (STEP 4: Walls), which is before the **actual** move takes place (STEP 5: Move). If the moving creature gains a **Cripple** condition from the passage attack on Wall of Poison Gas, it will be **Restrained** and thus it stays in the zone in which it began that move action.