

M
MAGE WARS®
W



CODEX
VERSION 3.1



MAGE WARS®

COMPILED CODEX

Updated Sept 2016

This document is meant to compile all of the codices from all existing products into a single reference document. Some of the entries include page references. MWC stands for the Mage Wars Core Rulebook from the Core Set.

Version 2.0 - Updated for Forged in Fire. Sweeping clearly worded as an optional ability.

Version 3.0 - Updated to Paladin vs. Siren.

Version 3.1 - Updated with Stagger, Major, and Minor terminology.

Activate (Game Term)

When you choose to take an Action Phase with a creature, you activate it. Flip its action marker over, and remove any guard marker on it.

Anchored (Object Trait)

This object has an exceptionally strong connection to the plane of Etheria, and it resists attempts to magically transport it. Objects with this trait cannot be **Teleported**.

Aegis X (Object Trait)

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. This trait cannot reduce an attack below one die.

Armor (Object Attribute)

During an attack, Armor is subtracted from the normal damage rolled on the attack dice. It does not reduce **critical damage**. If an object's Armor icon has a red slash across it, that object cannot have armor.



Armor +/- X (Object Trait)

Modifies an Armor attribute by +/- X. Armor cannot be reduced below 0.

Attack Action (Game Term)

An attack action is a creature's action (quick or full) used to make an attack. An attack action might make **multiple** separate attacks against the **same** defender (see "Doublestrike" and "Triplestrike" in the Codex) or against **different** defenders (see "Sweeping" and "Zone Attacks" in the Codex). All of these multiple attacks are still considered one attack action.

Autonomous (Object Trait)

This equipment is attached to a creature, and functions independently from that creature. It does not take up an equipment location. It is unaffected by, and cannot be modified by; traits, abilities, or conditions of the creature it is attached to. However, it can be affected by other sources and objects. If the equipment provides an attack, that attack may be used once per round, as a free action, at the end of the creature's Action Phase. If the attack is a melee attack, it must follow the normal rules for guarding; however, it will not trigger a counterstrike or damage barrier, and will not remove a guard marker from its target.

Bashed (Game Term)

When a creature is **Pushed** into a wall with the **Passage Blocked** trait it is **Bashed**. It receives an Unavoidable attack of 3 attack dice of damage. The walls around the outside of the arena have the Passage Blocked trait.

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. **Finite Life** prevents healing and regeneration. As such, Bleed markers cannot be removed through healing. Effects that allow you to remove conditions can still remove Bleed markers. The marker has a removal cost of 2.



Blocks LoS (Object Trait)

This Wall blocks Line of Sight. You cannot target an object or a zone if the **Line of Sight** is blocked. See "LoS" on page 17MWC.



Bloodthirsty +X (Object Trait)

This creature is a savage predator with a lust for blood. This creature gains +X attack dice when it makes a **melee** attack against a **Living** creature with 1 or more damage. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. If there is a **damaged Living** enemy creature in the Bloodthirsty creature's zone during its Action Phase, it **must** melee attack that creature (if possible). If there is more than one choice, or it has also been **Taunted**, it can choose which creature to attack.

Burn (Condition Marker)

Object is on fire. This is a **flame** condition. Each Upkeep Phase, roll 1 attack die of direct damage for each Burn marker on each object. On a roll of "0," remove that Burn marker. Burn markers have a removal cost of 2.



Burnproof (Object Trait)

Cannot have the Burn condition. May be vulnerable to **flame** damage, but cannot "burn". All Incorporeal objects are Burnproof.

Cancel (Game Term)

If a spell, attack, or effect is canceled, it stops and has no further effect.

Cantrip (Object Trait)

Whenever this spell is destroyed or discarded, return it to the owner's spellbook instead of their discard pile. The **Obliterate** effect destroys an object and **removes it from the game**. Obliterate will remove a Cantrip Spell from the game.

Channeling (Object Attribute)

Some objects have a Channeling attribute, which is how much mana they collect each round during the Channeling Phase.



Channeling +/- X (Object Trait)

Modifies a creature's Channeling attribute by +/- X. Channeling cannot be reduced below 0. Modifies only existing Channeling, it has no effect on an object without a Channeling attribute.

Charge +X (Object or Attack Trait)

Creature gains +X attack dice for its very next melee attack, if it makes that attack immediately after it takes a move action, and moves at least 1 zone.

Climbing (Object Trait)

Creature may take a special full action to climb over any Corporeal wall and move into the adjacent zone. If the wall has the **Passage Attacks** trait, it attacks the creature before it moves.

Condition (Game Term)

Conditions are various states that can occur for objects, and are indicated with markers placed on the object. All conditions stack and their effects are cumulative. See "Effects & Conditions" on page 25MWC.

Conjuration (Spell Type)

All conjurations have these traits; **Nonliving**, **Psychic Immunity**, and **Unmovable**. See “Conjurations” on page 16MWC.

Controller (Game Term)

Each spell or object in the game is controlled by the player who cast it. The controller may use and act with that object, and makes all decisions and choices for that spell or any abilities that object may have. Exception: **Equipment** is controlled by the Mage it is attached to.

Corporeal (Object Trait)

Corporeal objects are normal, physical objects. All creatures and conjurations are Corporeal, unless they have the **Incorporeal** trait.

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. *Example: A Druid has 2 Corrode markers on her, and a Bearskin. Her current armor value is 0. If she would receive another Corrode condition, she instead receives 1 direct acid damage. She decides to cast Wind Wyvern Hide (which has the same location as Bearskin, and thus will replace it.) When the Bearskin is removed, the Druid has zero armor and thus both Corrode markers are destroyed. Then, the Wind Wyvern Hide comes into play, and the Druid now has an armor value of 2.*



Counter (Game Term)

A spell which has been countered does not resolve. It is destroyed and goes to the discard pile. All costs and actions spent to cast the spell are lost, unless otherwise noted.

Counterstrike (Attack Trait)

If a creature is the defender of a **melee** attack, and it has a quick action melee attack with the **Counterstrike** trait, it may use that attack against the attacker during the Counterstrike Step of the attack. See “Counterstrike” on page 28MWC.

Creature (Spell Type)

A creature is an object in the game which can take actions and has an action marker. All creatures are **Living** (unless they have the **Nonliving** trait). See “Creatures” on page 14MWC.

Cripple (Condition Marker)

This is a **poison** condition. Creature is **Restrained**. At the end of each of its Action Phases, Crippled creature may attempt an **escape roll**: on a roll of 7 or higher, remove Cripple. Cripple has a removal cost of 4. Cannot affect conjurations.



Critical Damage (Game Term)

Critical damage bypasses Armor (Armor does not reduce the damage dealt). Critical damage is shown as numbers inside a starburst on the attack dice.

Damage Barrier (Object Trait)

A damage barrier surrounds an object and makes an automatic attack against each enemy which makes a **melee** attack against the object it surrounds. See “Damage Barriers” on page 27MWC.



Damage Type (Attack Attribute)

Damage can belong to a certain type - such as *flame* or *lightning*. See “Damage Types” on page 26MWC.

Damage Type +/- X (Object Trait)

Attacks against this object, which match this damage type, modify the number of attack dice rolled by X, and modify the effect die roll by X. Damage type modifiers are cumulative. An attack cannot be reduced below 1 die. See “Damage Modifiers” on page 26MWC.

Daze (Condition Marker)

Creature is disoriented and/or blinded. Whenever this creature makes an attack, roll the effect die at the end of the Declare Attack Step. If the attack skips that step, then roll as soon as the attack starts. If the result is 7 or higher, the attack is resolved normally. If the result is 6 or less, the attack “misses” its target and is considered to have been avoided (even if the attack is Unavoidable). If it makes a Zone Attack, only check once: the entire attack either fails or succeeds. If a creature has more than one Daze on it, roll only one time to see if the creature misses. In addition, the Dazed creature suffers a -2 penalty to all Defense rolls for each Daze marker it has. All Daze markers are removed at the end of the creature’s Action Phase. Daze has a removal cost of 2. Conjurations cannot be Dazed.



Defender (Game Term)

A creature or conjuration which is being attacked. They may not necessarily be the target of that attack (see “Zone Attack” in the Codex).

Defense (Object Attribute)

Some objects have a Defense attribute, which represents an ability to avoid an attack. The number on the Defense is what you must roll, or higher, on 1d12, to successfully avoid an attack. See “Defenses” on page 24MWC.



Defrost (Attack Trait)

This is a trait of *flame* attacks. It will be defined in a future expansion of the game in which *frost* damage is introduced.

Destroyed (Game Term)

A destroyed object is removed from play and is placed in the **owner’s discard pile**. Creatures and conjurations are destroyed when the amount of damage on them is equal to or greater than their Life total. Objects can also be destroyed when a specific spell or effect destroys them.

Devour (Attack Trait)

This creature eats other creatures! If an attack with Devour would destroy a Corporeal creature, **Obliterate** that creature instead.

Direct Damage (Game Term)

Damage that is put directly on a creature. The damage is critical (bypasses armor). It is not considered an attack, and the creature cannot use a Defense to avoid the damage. See "Direct Damage" on page 26MWC.

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.



Discard Pile (Game Term)

Each player has his own discard pile where he places destroyed objects or discarded spells after they are cast. See "Discarding Spells" on page 13MWC.

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.

Doublestrike (Attack Trait)

This attack makes a second attack against the **same** target as part of the same attack action. The additional attack occurs during the Additional Strikes Step.

Effect Die (Game Term)

The 12-sided die is called the effect die, and it is used to roll for additional effects for attacks, as well as **escape rolls**, or other rolls.



Elusive (Object Trait)

This creature is quick and slippery. This creature **ignores** enemy creatures. Enemy creatures cannot hinder its movement. It is not required to attack enemy guards when making a melee attack.

Enemy (Game Term)

An enemy object is one which is currently controlled by your opponent(s).

Epic (Spell Trait)

Only 1 copy of this spell can be in a Mage's spellbook.

Escape Roll (Game Term)

Some conditions or enchantments require an escape roll, using the effect die, to see if you can remove them from the creature they are attached to.

Ethereal (Attack Trait)

This attack is magically enhanced. It deals full damage to **Incorporeal** objects (count all the numbers on the dice, not just the 1's). Incorporeal objects can receive effects and conditions from this attack.

Extendable (Object Trait)

When you cast this wall, you may pay an additional cost equal to the mana cost of the wall, plus the wall's Level, as part of the cost of casting the spell. If you do, when this spell resolves, you may take an additional wall of the same name out of your spellbook and place it on any zone border connected to the first wall. The second wall must be placed within LoS, but does not have to be in range. See "Walls" on page 17MWC.

Extinguish (Attack Trait)

This attack will extinguish fires. During the Roll Dice Step of this attack, reduce the number of attack dice rolled by X (to a minimum of 1), and subtract X from the effect die roll, where X = the # of **Burn** conditions on the Defender. Then, remove all Burn conditions on the Defender.

A hydro attack (or attack spell) which has the Extinguish trait, may target an object with the Hydro Immunity trait. If it does, the attack deals no damage or effects to the object, other than to remove all Burn conditions. This is an exception to the normal immunity rules. In this manner, a Hydro attack can be used to extinguish the fires of a burning plant object, even though the attack cannot actually damage or harm that plant.

Familiar (Object Trait)

This object can cast spells. See "Familiars" on page 16MWC.

Fast (Object Trait)

This creature may take 2 move actions before taking a quick action. It may take a maximum of 2 move actions during its Action Phase. If a Fast creature gains the **Slow** trait, both traits are cancelled out. See "Fast Creatures" on page 14MWC.

Finite Life (Object Trait)

This creature cannot heal, regenerate, or gain Life. If the creature gained Life before it gained this trait, it keeps that Life but cannot gain additional Life. All Nonliving objects have Finite Life.

Flying (Object Trait)

See "Flying Creatures" on page 15MWC.

Friendly (Game Term)

A friendly object is one which is currently controlled by the player, or players on his team (in a multiplayer game).

Full Action (Game Term)

During their Action Phase, if a creature does not take a **move action**, it can take a **full action**. Full actions include casting **full spells**, or making full action attacks (which are marked on the creature card with a special full action (hourglass icon). See "Full Actions" on page 11MWC.



Full Spell (Game Term)

A full spell requires a **full action** to cast it. It has the full action (hourglass) icon on its casting line, just to the right of its casting cost.

Grapple (Condition Marker)

Grapple is a condition which represents a creature grabbing and holding onto another creature. The creature initiating the Grapple is the **grappler** and the other creature is the **prey**. When a Grapple condition occurs, place the grappler and prey creature cards next to each other, with a **Grapple** condition marker on top of the prey (see example). Both creatures have a shared Grapple condition.



The prey is **attached** to the grappler. Both creatures are **Restrained** and **Unmovable**. They cannot **Guard**, and ignore guards when attacking each other. A creature can only be the prey of one Grapple condition. If another creature attempts to grapple it, the grapple fails.

A creature can be the grappler in several Grapple conditions (it can hold onto multiple preys), as long as it has a separate attack with the Grapple trait for each prey it is holding. In such a case, place all of the prey cards next to the grappler, with a separate Grapple condition on each one. A creature cannot grapple a conjuration or itself. **Uncontainable** creatures cannot be grappled.

Attacking

For as long as it has the Grapple condition, the grappler cannot use the attack which caused the Grapple. If the prey makes a non-spell attack, it can only make a **melee** attack against the grappler and rolls 2 less attack dice on that attack.

Damage Barriers

If either creature has a damage barrier, and it is not triggered by a melee attack, then it will still attack the other creature at the end of their activation. For example, if the prey has a damage barrier, and the grappler did not make a melee attack against the prey this round, at the end of the grappler's activation it will still be attacked by the prey's damage barrier.

Removing the Grapple

- The grappler may "release its prey", and remove the Grapple condition marker at any time (but not in the middle of an attack or other action).
- If either creature is **Teleported**, the Grapple is removed.
- If the grappler becomes **Incapacitated**, it removes all of its Grapple conditions.
- The prey may attempt to escape at the end of its activation. It attempts an escape roll with the effect die. Add +1 to the roll for each damage the prey has dealt to the grappler this round. If the total is 9+, then the prey escapes and the Grapple is removed.
- Grapple does not have a removal cost, and cannot be removed by spells or effects which remove conditions.

Growth (Condition Marker)

A creature with a Growth condition marker has grown in size. Each Growth marker provides **Melee +1** and **Innate Life +3**. This marker has no removal cost, and cannot be removed by spells or effects which remove condition markers.



Guarding (Game Term)

As a **quick action** a creature can choose to guard, to protect his zone and gain Counterstrike. See "Guarding" on page 29MWC.



Heal (Effect)

Healing removes damage from **Living** creatures and conjurations. See "Removing Damage" on page 26MWC.



Hidden Enchantment (Game Term)

All enchantments are cast face-down and are kept hidden from your opponent. Enchantments all have a casting cost of 2 mana, printed next to the hidden (closed eye) icon on their spell card. When they are revealed (turned face-up), their controller pays their **reveal cost**. See "Enchantments" on page 18MWC.



Hinder (Game Term)

If a creature moves **out** of a zone with enemy creatures in it, or if it moves **into** a zone with enemy creatures in it, it is **hindered**. A **hindered** creature must stop moving and cannot take any more move actions this Action Phase. Incapacitated, Restrained, or Pest creatures cannot **hinder** movement. Flying creatures cannot **hinder** the movement of non-Flying creatures, and vice versa. Elusive creatures cannot be **hindered** by other creatures.

Hit (Game Term)

If an attack reaches the Damage & Effects Step then it is considered to have "**hit**" its target. If this step is skipped (for example, the attack misses due to a Daze condition, or is avoided by a Defense) or if the attack is canceled before this step can occur (for example, the target uses Divine Intervention to Teleport away), then the attack does **not** "hit."

Ichthellid Larva (Condition Marker)

A creature with this condition marker has been impregnated with an Ichthellid Larva. Ichthellid Larva is a **poison** condition with a removal cost of 5. The Ichthellid Larva marker is controlled by the controller of the *Ichthellid* that placed the marker. A creature can have only one Ichthellid Larva marker on it. When this creature is destroyed, the controller of the Ichthellid Larva marker may choose an *Ichthellid* creature from his spellbook or discard pile, and place it face down in the zone the creature was in when it was destroyed. This *Ichthellid* comes into play at the end of the round for no mana cost, similar to how the **Reanimate** effect works.



Ignore (Game Term)

An ignored enemy creature cannot **hinder** movement of friendly creatures. An ignored enemy creature that is guarding does not have to be attacked when making a melee attack.

Immunity (Object Trait)

This object is immune to all attacks, damage, conditions, and effects of the specified **damage type**, including **critical damage** and **direct damage**. It cannot be targeted or affected by spells or attacks of the specified type.

Innate Life +X (Object Trait)

This creature has an increase to its Life, which usually represents an increase to size or mass, and bypasses the **Finite Life** trait.

Incapacitated (Effect)

An Incapacitated creature cannot take any actions, including moving, attacking, guarding, or casting spells. It cannot make a counterstrike. It cannot use any Defenses, except for mandatory-reveal enchantments that count as a Defense. It cannot guard; remove any guard marker on it. A Flying creature loses, and cannot gain, the Flying trait as long as it is Incapacitated. Any damage barrier on an Incapacitated creature continues to function normally. Other creatures may ignore an Incapacitated creature, and it cannot **hinder** the movement of enemies. An Incapacitated creature still takes an Action Phase during the round, but it cannot perform any actions during its Action Phase (normally, the action marker is simply flipped over). Conjurations cannot be Incapacitated. Mages are affected by Incapacitation differently. A Mage's mind is so powerful that even if he is Incapacitated he can still work his magic! An Incapacitated Mage can still use actions to **cast quick non-attack spells**. He **cannot** cast **full** spells or **attack** spells.

Incorporeal (Object Trait)

An insubstantial or amorphous object that is very resistant to damage. All attack dice rolled to damage this object only count the "1's" on the dice (ignore all 2's), unless the attack has the **Ethereal** trait. Cannot receive effects or conditions from attacks that are not Ethereal. All Incorporeal objects also have the **Nonliving**, **Burnproof**, and **Uncontainable** traits. Incorporeal objects do not have an Armor attribute, and cannot gain armor. See "Incorporeal" on page 15MWC.

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.

Indirect (Attack Trait)

This ranged attack does not have its Line of Sight (LoS) blocked by any walls.

Initiative (Game Term)

Players take turns having the initiative, which is noted with an initiative marker. Whoever has the initiative gets to use their **quickcast** action first during a **Quickcast Phase**, and gets to take the first Action Phase during the Action Stage. Also, it is used to resolve any timing issues.



Intercept (Object Trait)

If this creature is guarding, and if a ranged attack targets a non-flying object in the same zone, this creature may redirect that ranged attack to itself, as long as it can be a legal target for that attack. The Intercept is announced and occurs immediately after the Declare Attack Step (and before the Avoid Attack Step). It loses its guard marker at the end of the attack which it intercepts. Cannot Intercept a zone attack. Cannot Intercept if **Restrained** or **Incapacitated**.

Invisible (Object Trait)

This object is invisible and cannot be targeted (there is no LoS to it). However, it can be affected by attacks, spells, or abilities which do

not target it directly, such as zone attacks and spells. It can also be attacked by damage barriers and counterstrikes. As long as it has the Invisible trait, it also gains the **Pest** and **Elusive** traits.

Enchantments and equipment attached to an **Invisible** object also gain the Invisible trait, but attached conjurations do not.

Legendary (Object Trait)

Only 1 copy of this object can be in play at a time. You may not cast a Legendary spell if an object with the same name is already in play, until the first copy is destroyed. Legendary objects cannot be brought back into play from the discard pile if another copy is already in play.

Level (Spell Attribute)

All spells have a Level, printed as a small number next to the spell school it belongs to. The Level represents the approximate power of that spell. The Level is sometimes used as a way to determine the cost of a spell, and is also important when building a spellbook. See spell Levels under "Training" on page 35MWC.

Life (Object Attribute)

Creatures and conjurations have a Life attribute. Life is the maximum damage they can receive before being destroyed.



Life +/- X (Object Trait)

Object gains or loses X Life. Gaining Life is not healing; and losing Life is not taking damage. Adjustments to Life is adjusting the maximum amount of damage an object can receive before being destroyed. If a creature has a **Life -X** effect applied to it (or it loses a Life +X effect) such that the damage on it is now greater than its life, the creature is destroyed. This does not count as being "destroyed by damage" for effects that trigger off of that.

Lifebond +X (Object Trait)

During the Upkeep Phase, choose one: you may transfer up to X damage from your Mage onto this object, or you may transfer up to X damage from this object to your Mage, regardless of range or LoS. This ability is not affected by the **Finite Life** trait.

Lifelink +X (Mage Trait)

This is a Mage trait which can be used in team games. During the Upkeep Phase, a Mage with this trait may transfer up to X damage to or from another Mage on his team.

LoS (Line of Sight) (Game Term)

You cannot target an object or zone if Line of Sight is blocked. Some walls have the **Blocks LoS** trait. See "Walls" on page 17MWC.

Living (Object Trait)

Living objects may heal, regenerate, and gain life. All **creatures** are **Living**, unless they have the Nonliving trait. All **conjurations** are **Nonliving**, unless they have the Living trait.

Lumbering (Object Trait)

This creature is clumsy and/or hobbled. It is always **hindered**, and thus it can only take up to 1 move action during its Action Phase, even if it gains the **Fast** trait.

Mage (Game Term)

This creature is a Mage, and represents the player in the game. The Mage can channel, cast spells, and has a special **quickcast action** each round. The Mage is a Level **6** creature, except in Academy where it is a Level **4** creature. If your Mage is destroyed, you lose!

Magebind +X (Object Trait)

If this enchantment is attached to a Mage, the reveal cost is increased by X. This adjusted reveal cost is used for all purposes in spells, abilities, or effects which refer to the reveal cost of this spell.

Magecast (Spell Trait)

This spell can only be cast by a Mage. It cannot be cast by other objects which can cast spells.

Mage Only (Spell Trait)

Some spells are restricted to particular Mage classes. For example, a spell may have the “Warlock Only” or “Holy Mage Only” trait. See “Spell Traits That Affect Your Spellbook” on page 36.

Major (Game Term)

A spell of level 3 or higher.

Mana Drain +X (Attack Trait)

If this attack damages an enemy creature, that creature’s controller loses X mana from his mana supply (if he has any). If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus.

Mana Transfer +X (Attack Trait)

Exactly as Mana Drain +X, with this change: The controller of this attack gains mana equal to the amount of mana lost.

Melee +X (Object Trait)

This creature gains +X attack dice when it makes a **melee** attack. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. Does not grant a melee attack if this creature does not have one. Does not affect ranged attacks, damage barriers, or other non-melee attacks.



Melee Attack (Attack Attribute)

This is a close-in attack which can only attack targets in the same zone. It can trigger a **damage barrier** or a **counterstrike**. When making a melee attack you must attack an enemy **guard** if there is one in your zone. A melee attack will remove a guard marker from a guarding creature.

Minor (Game Term)

A Level 1 or 2 Spell.

Move Action (Game Term)

During its Action Phase a creature can take a move action, which allows it to move one zone to an adjacent zone. Afterwards it may take a **quick action**. See “Movement” on page 9.

Moving Conjurations

Conjurations are attached to the zone they occupy, but some conjurations can move (such as *Raincloud*). 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).

Multiple Attacks (Game Term)

Some attack actions consist of multiple separate attacks against the same or different targets. Multiple attacks include those with the Doublestrike, Triplestrike, or Sweeping traits.

Nonliving (Object Trait)

All Nonliving objects have the **Poison Immunity** and **Finite Life** traits. All **creatures** are **Living**, unless they have the Nonliving trait. All **conjurations** are **Nonliving**, unless they have the Living trait. **Incorporeal** objects are always Nonliving.

Novice (Spell Trait)

Basic apprentice spells. All Mages may add Novice spells to their spellbooks for 1 Spell Point, even if they are not trained in, or are opposed to, that spell’s school of magic.

Object (Game Term)

Enchantments, equipment, creatures, and conjurations are spells which become objects in the game, remaining in play after they are cast. The Mage is also considered an object. Incantation and attack spells do not become objects.

Obliterate (Effect)

When you obliterate an object, it is utterly destroyed, leaving no trace. The object is destroyed, then it is removed from the game. It does not become discarded or get returned to a spellbook. Any ability or effect printed on that object, or **attached** to it (such as a marker or enchantment), which triggers on destruction, is **canceled**. Other destruction effects, not attached to or part of the Obliterated object, can still occur.

Examples: When you obliterate a Goblin Bomber it will not explode. When you obliterate a creature with an Ichthellid Larva marker, the Larva will not hatch. If you obliterate an opponent’s creature, their Valshalla still gains a Wrath token.

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.

OR Attacks (Attack Trait)

Some attacks have an “OR” in their attack bar. For example, Ludwig Boltstorm’s attack bar presents 2 alternatives; the attack can **either** have the Sweeping trait **or** be a Zone attack with the Unavoidable trait. When the attack is declared, the controller decides which of these alternatives will apply for the attack.

Owner (Game Term)

The owner of a spell is the player who started with that spell in his spellbook at the beginning of the game.

Passage Attacks (Object Trait)

All Creatures that move through this wall are automatically attacked by the wall. The attack occurs **before** the creature moves. See “Walls” on page 17MWC.



Passage Blocked (Object Trait)

Creatures may not move through this wall. If a creature is **Pushed** into this wall, it is **Bashed**. The walls around the outside of the arena all have the **Passage Blocked** trait, and affect Flying creatures. See “Walls” on page 17MWC.



Pest (Object Trait)

A small nuisance creature that cannot **hinder** enemies. Enemy creatures may ignore a Pest that is guarding to attack a different target.

Piercing +X (Attack Trait)

This attack subtracts X from the target’s armor when determining the amount of damage dealt. It cannot reduce the target’s armor below 0.

Poison (Damage Type)

Some attacks may have the *poison* damage type. Note that many attacks, while not having the *poison* damage type, may still cause *poison* conditions.



Poison Immunity (Object Trait)

Nonliving objects have Poison Immunity. See “Immunity” in the Codex.

Prevention Effects (Effect)

Some spells may prevent an event from taking place unless a cost is paid. Examples are *Armor Ward* and *Enchanter’s Wardstone*. This cost must be paid for each object that would be affected, or the effect is canceled for that object. You can choose which objects to pay the cost for.

Psychic Immunity (Object Trait)

This object has a very powerful mind, or no mind at all. All conjurations have Psychic Immunity. See “Immunity” in the Codex.

Push (Effect)

Push is an effect caused by some spells and attacks that moves the target into an adjacent zone. Unless the effect says otherwise, the Pushed creature must move one zone away in the opposite direction from the source of the Push. If there is a choice of direction (such as pushing a creature diagonally opposite, or if the source of the Push is in the same zone as the target), the source of the Push chooses the direction. Some spells may Push in a random direction. To determine the direction, choose one side of the board to be “North” and roll the Effect Die: a 1-3 Pushes the creature North, 4-6 = East, 7-9 = South and 10-12 = West. A creature may be Pushed through a wall, but only if the wall does not have the Passage Blocked trait. The Pushed creature suffers any attack from the wall if the wall has the **Passage Attacks** trait. If a creature is Pushed into a wall with the **Passage Blocked** trait, it is **Bashed** against the wall and suffers an Unavoidable attack of 3 attack dice. Note the walls around the outside of the arena all have the **Passage Blocked** trait. Note that **Flying** creatures ignore walls, except for the ones around the outside of the arena. Some creatures and **all**

conjurations have the **Unmovable** trait. They cannot be Pushed and ignore all Push effects.

Quick Action (Game Term)

During their Action Phase, creatures can take a **move action**, followed by a **quick action**. Quick actions include **guarding**, casting a **quick spell**, taking a second **move action**, or making a quick action attack. See “Quick Actions” on page 11MWC.



Quickcast Action (Game Term)

Each Mage can take a special additional action each round called the quickcast action. This allows him to cast **one quick spell**, in addition to any other actions he may choose to take that round. The quickcast action can be used before or after any **friendly** Action Phase, or during a **Quickcast Phase**, and a quickcast marker is used to track using this action. See “Quickcast Action” on page 8MWC.



Quickcast Phase (Game Term)

There is a Quickcast Phase at the beginning and end of each Action Stage. This is an opportunity for either player to use their **quickcast action** to **cast one quick spell**, in order of **initiative**. See “Quickcast Phase” on page 8MWC.

Quick Spell (Game Term)

A quick spell requires a **quick action** to cast it. It has the quick action (lightning bolt) icon on its casting line, just to the right of its casting cost.

Rage +X (Object Trait)

When wounded, this creature becomes extremely vicious and aggressive. Each time it is attacked and damaged by an enemy **creature**, place a Rage token on it. It cannot have more than X Rage tokens on it. It gains the **Melee +1** trait for each Rage token on it. Each time it heals or regenerates, remove 1 Rage token. If it has no damage on it, remove all Rage tokens.

Ranged +X (Object Trait)

This creature gains + X attack dice when it makes a ranged attack. If the attack makes **multiple attacks** during the same **attack action**, it gains this bonus only for the first attack it can make with this bonus. Has no effect on **Zone Attacks**. Does not grant a ranged attack if this creature does not have one.

Ranged Attack (Attack Attribute)

This attack can be used on targets within its minimum and maximum range, and within **Line of Sight**. A ranged attack can always be made against a Flying creature in the same zone, even below its minimum range. Ranged attacks do not trigger damage barriers or counterstrikes. Ranged attacks ignore guards, and do not remove guard markers from guarding creatures.



Reach (Attack Trait)

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

Ready Marker (Game Term)

Ready markers are used to keep track of when abilities are used. For example, if a creature has a Defense, it will use a ready marker to keep track of when it is used (flip marker to the gray “used” side), and when the defense is ready again (flip marker to the green “ready” side). Ready markers all reset to their green “ready” side during the Reset Phase.



Reanimate (Effect)

This creature reanimates upon death. If this creature is destroyed, it is moved from the discard pile to the zone it was just destroyed in, and placed face down in that zone, with a face-down action marker on it. This creature is considered temporarily out of play. At the end of the round, the creature card is flipped face up and is Summoned into play. Reanimate does not occur if the creature is removed from the game when it is destroyed. See “Obliterate.” Note that, unless it says otherwise, the Mage who controls the effect which grants Reanimation is the object summoning the creature into play.

Reconstruct (Effect)

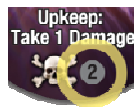
Reconstruct is an effect which removes damage from Nonliving objects. It is not Regeneration or Healing, and is not affected by the **Finite Life** trait.

Regenerate X (Object Trait)

This object heals (removes) X damage each Upkeep Phase. The Regenerate trait does not stack or combine with other Regenerate traits. If an object acquires more than one Regenerate trait, use only the highest one. The **Finite Life** trait prevents regeneration.

Removal Cost (Game Term)

Most conditions have a removal cost, printed on the condition as a small number in a gray circle. Certain spells or abilities may permit you to remove the condition by paying this cost in mana. See “Removal Costs” on page 27MWC.



Resilient (Object Trait)

This object is incredibly resistant to damage. This object ignores all **non-critical** damage from attacks. Direct damage and attack effects occur normally.

Restrained (Object Trait)

If a creature is Restrained, it cannot take any move actions. It can still be **Pushed** or **Teleported**. Aside from movement, a Restrained creature may take any quick or full actions during its Action Phase. A Restrained creature cannot **hinder** the movement of enemies. A Restrained creature may guard, but attacking creatures may ignore it (they do not have to attack it). The only advantage a Restrained **guard** receives is the **Counterstrike** trait. Flying creatures lose, and cannot gain, the Flying trait for as long as they are Restrained. A Restrained creature suffers a -2 penalty to all defense rolls. Uncontainable creatures and all conjurations cannot be Restrained.

Reveal Cost (Spell Attribute)

When you reveal a hidden enchantment, turn it face up. The controller pays the reveal mana cost, if any (noted on the open eye symbol on the card), or else the enchantment is destroyed. See “Revealing Enchantments” on page 18MWC.



Rooted (Object Trait)

This creature is rooted to the ground. It cannot take move actions, and it has the **Unmovable** trait. It is not **Restrained**, so it can still **guard**, **hinder**, and **Intercept** as normal. A Rooted creature loses, and cannot gain, the **Flying** trait.

Rot (Condition Marker)

This is a **poison** condition. This object receives 1 **direct damage** during the Upkeep Phase each round. Rot has a removal cost of 2.



Skeelax, Taunting Imp's Taunt (Effect)

Skeelax is a special creature who can taunt his enemies into attacking him. His *Trident* attack can place a Taunt marker on its target. A Taunted creature **must** make a **melee** attack against *Skeelax, Taunting Imp* during its next Action Phase, if possible, unless *Skeelax, Taunting Imp* is not in the same zone. The Taunted creature *cannot* move or take any other action if it is able to make a melee attack against *Skeelax, Taunting Imp*.

If the Taunted creature is also required to take a different action (such as attack a different creature because of Bloodthirsty), its controller may choose which of these targets to attack.

Taunt is a **psychic** effect, so it does not work on creatures with Psychic Immunity. It also cannot affect Mages.

Remove **Taunt** at the end of the creature's next Action Phase, or when *Skeelax, Taunting Imp* is activated, whichever comes first.

Slam (Condition Marker)

Creature is **Incapacitated**. When this creature is activated remove Slam and replace with a **Daze** condition. Unmovable creatures receive a Daze condition instead of Slam. Has a removal cost of 3.



Sleep (Condition Marker)

This is a **psychic** condition. This creature is in a deep sleep and is **Incapacitated**. If this creature receives any damage (such as an attack from a friendly creature), remove Sleep and replace it with a **Daze** marker (which is conveniently printed on the other side of the Sleep marker). Sleep has a removal cost equal to the sleeping creature's Level.



Slow (Object Trait)

This creature is very slow. If this creature takes a move action, its Action Phase immediately ends. It does not get to take a quick action after moving. If a Slow creature gains the **Fast** trait, both traits are canceled out.

Snatch (Effect)

This attack can grab and pull creatures into its zone. Snatch is a **Push** effect, where the object is **Pushed** one zone closer **towards** the source of the Push. Snatch has no effect on **Uncontainable** or **Unmovable** creatures.

Spawnpoint (Object Trait)

This object can cast spells during the Deployment Phase. See “Spawnpoints” on page 16MWC.

Spellbind (Object Trait)

This object can have a spell bound to it, which you can cast once per round. See “Spellbinding” on page 21MWC.

Stagger (Condition Marker)

Stagger is a condition that disorients or knocks a creature off balance. **Minor** creatures cannot attack or guard while staggered. If they have a guard marker they lose it, and they cannot choose the guard action.

Major creatures roll 2 less dice when they make any attack for each Stagger condition on them (but never less than 1 die). Remove all Stagger conditions at the end of the creature's **next** activation. If a creature receives Stagger during its current activation, it must wait until the end of its next activation to remove it. Stagger has a removal cost of 2.

Stuck (Condition Marker)

Creature is **Restrained** and **Unmovable**. At the end of each of its Action Phases, a Stuck creature may attempt an **escape roll**: on a roll of 7 or higher, remove Stuck. If this creature is Teleported, destroy all Stuck conditions on it. Stuck has no effect on Conjurations and **Uncontainable** objects. Stuck has a removal cost of 4.



Stun (Condition Marker)

Creature is **Incapacitated**. All Stun markers are removed at the end of the creature's Action Phase. Stun has a removal cost of 4. Cannot affect conjurations.



Successful (Game Term)

An attack is considered successful, and to have "hit" its target, if it did not "miss" due to a **Daze** condition, nor was avoided by a **Defense**.

Suffocate (Condition Marker)

This condition represents a creature being strangled, choked, or unable to breathe. For each Suffocate marker on a creature, or on a conjuration, enchantment, or condition attached to that creature, that creature has **Life -2**. The Suffocate condition only affects **Living** creatures. Each Suffocate marker has a removal cost of 2.



Summon (Game Term)

Summoning is the act of bringing a creature into play and placing it in the arena. Usually this occurs when a creature spell has been cast and successfully resolves. Some spells or abilities, such as Reanimate, Ziggurat of Undeath, or Eternal Servant, enable a Mage to Summon a creature in a different manner other than casting the spell.

Sweeping (Attack Trait)

This attack has a wide sweeping arc. A Sweeping attack is one **attack action**, which comprises 2 attacks against **different** targets in the same zone. After the first attack, you may start a new attack sequence (beginning with the Declare Attack Step) targeting a **different** object in the same zone. Note: The second attack cannot be made against the **same** target as the first attack. If there is not a **different** valid target for the second attack, then the Sweeping trait has no effect this round.

When a Flying creature uses a Sweeping attack, if the first target has Flying, the second target must also have Flying. Similarly, if the first target does not have Flying, the second target must also not have Flying.

If a creature uses a Sweeping attack that also has Reach or a Sweeping ranged attack, then the above restriction does not apply; the second target can be Flying or non-Flying, independent of the first target.

Tainted (Condition Marker)

This cursed or venomous attack creates a tainted or infected wound that will not heal. Tainted is a **poison** condition. The marker counts as three damage, and this damage cannot be healed or regenerated. The marker has a removal cost of 3, and can be removed normally by spells or abilities which remove conditions, even if the Tainted object has the **Finite Life** trait. A Tainted marker placed by an attack does **not** count as damage dealt by the attack.



Taunt (Effect)

This is a special condition that can be caused by the attack of certain creatures (In this set: *Sosruko*, *Ferret Companion*). Place a Taunt marker on the creature. Taunted creature **must** make a melee attack against *Sosruko* during its next action phase, if able, and if *Sosruko* is in its zone. If it is required to make an attack on a different target from a competing effect (such as Bloodthirsty), the controller may choose which target to attack. Remove **Taunt** at end of its Action Phase or whenever *Sosruko* is activated. A creature cannot Taunt itself. If such a situation should occur, the Taunt is canceled.



Teleport (Effect)

An effect that moves an object directly to another zone, bypassing walls and objects. See "Teleporting" on page 10MWC.

Terrain (Spell Type)

Terrain are conjurations that change the landscape of a zone. When you cast a terrain spell, if there is already terrain in that zone, then you must pay mana equal to the existing terrain's cost, as well as any conjurations attached to that terrain. This is in addition to the mana cost of the terrain spell you are currently casting. For example, if you wish to replace a *Shallow Sea* terrain (5 mana), which has a *Whirlpool* attached to it (12 mana), with an *Elephant Grass* terrain (8 mana), then you would have to pay a total of 25 mana!

Thorg's Taunt (Effect)

Thorg, Chief Bodyguard can Taunt his enemies. If the Taunted creature is in a zone adjacent to Thorg, then it must either move into Thorg's zone, or make a ranged attack which targets Thorg, if able. If it is in Thorg's zone, or moves into Thorg's zone, then it must make an attack which targets Thorg, if able. Thorg's Taunt does not work on Mages, or creatures with Psychic Immunity. Thorg's taunt will **not** force a creature to move through a Wall with the Passage Attacks trait. If the Taunted creature is required to take a competing action from another effect (such as Bloodthirsty), then it may choose which of those actions to take. Remove Thorg's taunt at the end of the Taunted creature's Action Phase, or when Thorg is activated, whichever comes first. A creature cannot Taunt itself. If such a situation should occur, the Taunt is canceled.



Token (Game Term)

A token is a small marker used to keep track of something. Tokens are not usually provided with Mage Wars - please use anything you wish for a token - pennies, dice, beads, etc. Conquest of Kumanjaro includes small token markers you can use for **Armor +1**, **Melee +1**, and **Ranged +1** effects.

Tough -X (Object Trait)

This creature is tough and resistant to effects from attacks. Whenever the **effect die** is rolled for additional effects from an attack made against this creature, modify the roll by X.

Traps (Game Term)

An enchantment subtype that triggers when an enemy enters the zone. See "Traps" on page 20MWC.

Triplestrike (Attack Trait)

This attack makes two additional attacks against the **same** target as part of the same attack action. The additional attacks occur during the Additional Strikes Step.

Unavoidable (Attack Trait)

Defenses cannot be used to avoid this attack. See "Defenses" on page 24MWC.

Uncontainable (Object Trait)

This creature has a slippery and/or amorphous body, making it difficult to hold in place. Some spells, conditions, and effects will not work against an Uncontainable creature. All Incorporeal creatures have the Uncontainable trait.

Unique (Object Trait)

Each player may only have 1 copy of this object in play at a time. Similar to Legendary, but each player is allowed to have his own copy in play.

Unmovable (Object Trait)

Object cannot be **Pushed**. All conjurations are Unmovable.

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.

Upkeep +X (Object Trait)

This object's controller pays X mana during each Upkeep Phase or this object is destroyed.

Uproot X (Object Trait)

This creature can uproot itself from the ground and move freely. When this creature is activated, you may pay X mana. If you do, it loses the **Rooted** trait until the end of its Action Phase.

Vampiric (Attack Trait)

When this attack causes damage to a Living creature, the attacker heals (removes) up to half the damage caused (round up). If the attack does more damage than the target's Life total, the excess damage does not count for healing. If the attack makes multiple attacks during the same **attack action**, it gains this bonus only for the first attack it makes. The Vampiric trait does not stack. If an

attack places a condition on a creature which counts as damage (such as the **Tainted** condition), the condition does **not** count as damage dealt by the attack. Therefore, it will not count as damage dealt for the Vampiric Trait.

Vigilant (Object Trait)

This creature is constantly guarding, protecting, or sheltering friendly objects. At the end of its Action Phase you may place a **Guard** marker on this creature, if it does not already have one.

Vine Markers (Game Marker)

Vine markers are a Living conjuration with 1 life, no armor, and they cannot gain armor. Vine markers **hinder** enemy non-Flying creatures. Any amount of damage will destroy a Vine Marker, regardless of its total life. They can't be targeted by ranged attacks. Any number of Vine markers can occupy a zone. As the Druid, or a **familiar** or **tree spawnpoint** she controls, casts a **vine** spell, you can destroy a target Vine marker she controls as an additional cost to cast that spell. If you do, you may ignore the range of that spell to target that Vine marker's zone, an object in that Vine marker's zone, or a border of that Vine marker's zone. That **vine** spell must have a legal target. If two or more Druids are playing, each should use a different side of the Vine marker to distinguish ownership.



Wall (Game Term)

A wall is a subtype of a conjuration spell. It is placed on a **zone border** (the line between 2 zones). See "Walls" on page 17MWC.

Warded (Object Trait)

This object is protected from hostile magic. It cannot be targeted by an enemy-controlled incantation or enchantment spell. It can still be affected by enemy incantations or enchantments which do not directly target it, such as a zone effect.

Weak (Condition Marker)

This is a **poison** condition which weakens a creature. For each Weak condition on it, the creature loses 1 attack die from all **non-spell** attacks it makes. Cannot reduce an attack to zero dice. Has no effect on damage barriers or attack spells. Weak has a removal cost of 2.



Zombie (Condition Marker)

This creature has been raised from the dead. It gains the **undead** and **zombie** subtypes. It gains the **Psychic Immunity**, **Slow**, **Nonliving**, and **Bloodthirsty +0** traits. The Zombie marker has no removal cost and cannot be removed by spells or effects which remove condition markers. If this creature would be destroyed, **Obliterate** it. If creature already has the **Slow** trait at the time it received this marker, then it also receives a **Stun** condition marker.



Zone (Game Term)

A zone is a square region on the arena game board, used to regulate movement, the placement of objects, and for counting range.

Zone Attack or Spell (Attack Trait)

This attack or spell affects all creatures and conjurations in the target zone, without actually targeting them individually. Does not affect walls on the zone's border. Zone attacks have the Unavoidable trait and make a separate attack against each object in the zone See "Zone Attacks" on page 23MWC.



Zone Border (Game Term)

This is the line or intersection between two adjacent zones. Walls are always placed on zone borders.

Zone Control (Game Term)

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.

Zone Exclusive (Object Trait)

There can be only 1 Zone Exclusive conjuration at a time in each zone. See "Zone Exclusive" on page 17MWC.